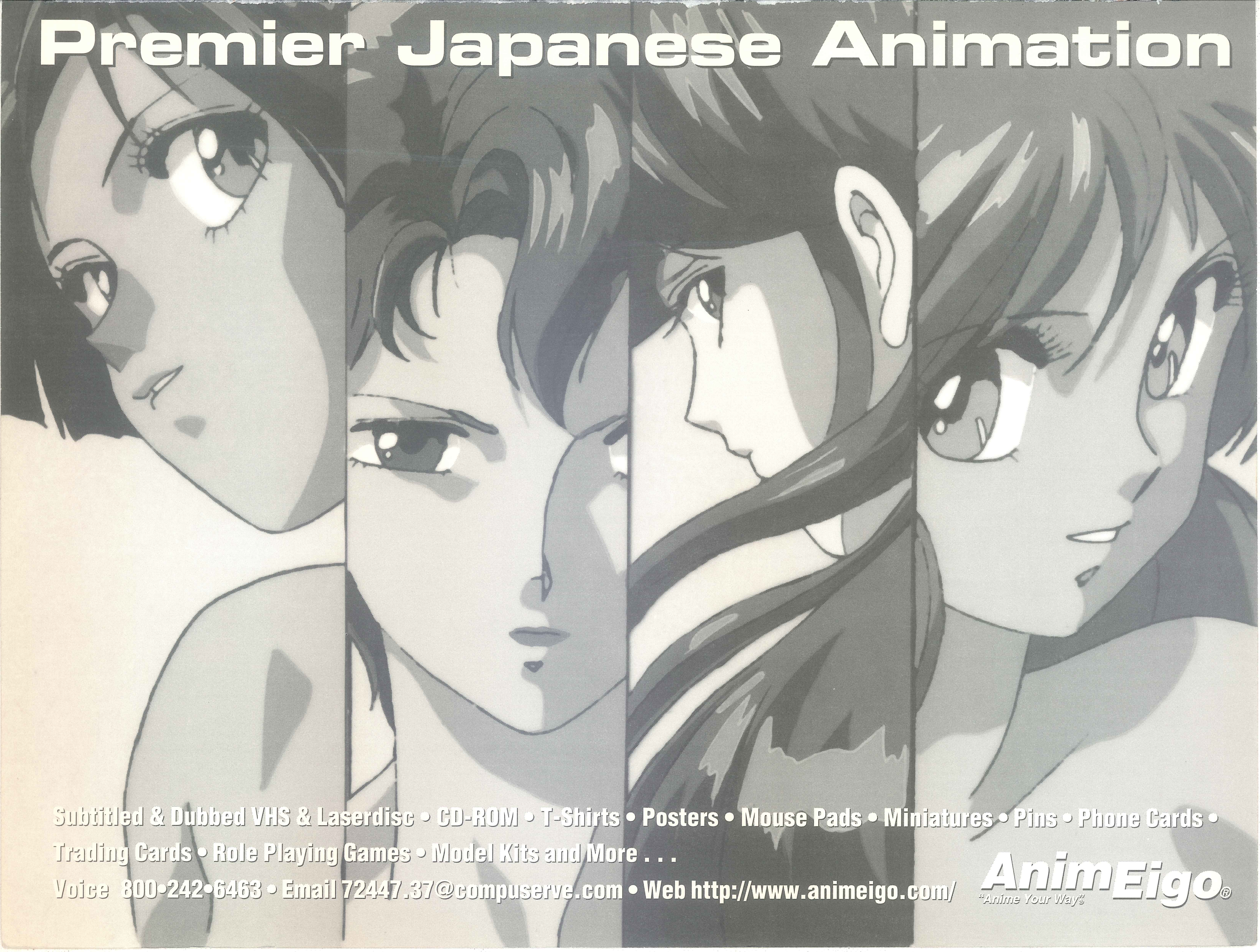
BUBBLEGUM CRISIS

MEGATOKYO 2033—THE ROLEPLAYING GAME

ADVENTURES IN THE ANIME WORLD OF BERSERK BOOMERS AND HI-TECH HEROES!



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BUBBLEGUM CRISIS

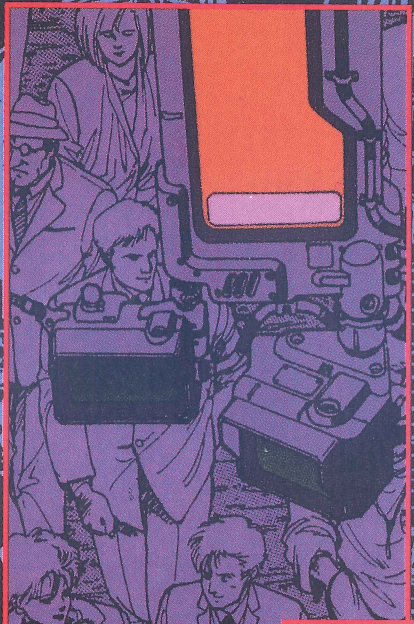
MEGATOKYO 2033—THE ROLEPLAYING GAME

R. TALSORIAN
GAMES, INC.

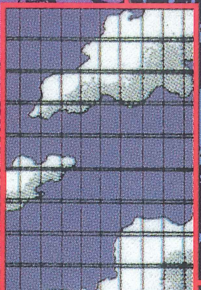
THE YEAR IS 2033. THE PLACE IS ...

MEGATOKYO

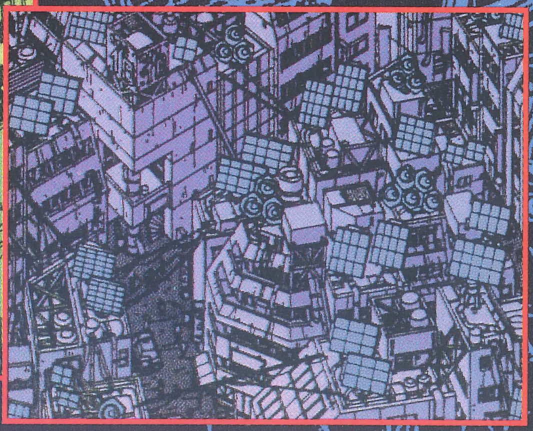
VIRTUALLY DESTROYED BY THE SECOND GREAT KANTO EARTHQUAKE IN 2025, JAPAN'S CAPITAL HAS RISEN LIKE A PHOENIX FROM ITS OWN ASHES. TODAY, MEGATOKYO IS THE MOST MODERN CITY IN THE WORLD—A CENTER OF TECHNOLOGY AND INDUSTRY FOR THE ENTIRE PLANET.

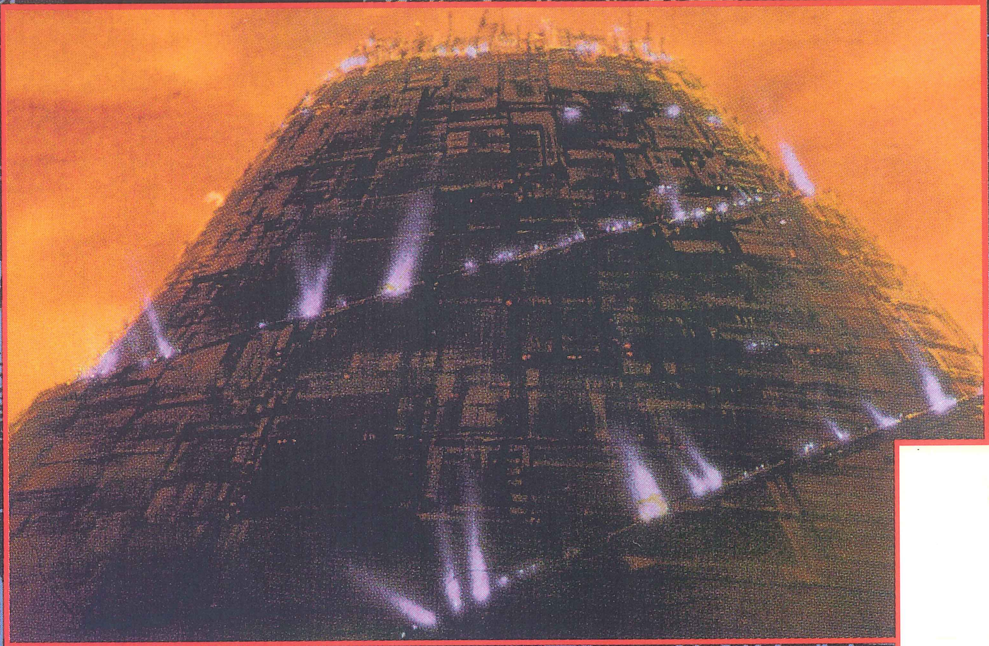


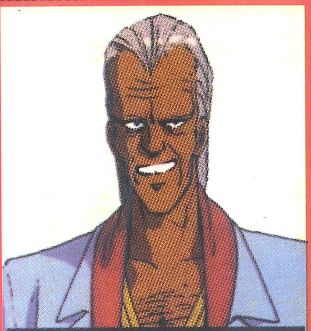
BUT IT'S ALSO A CITY IN CRISIS. JUST AS THE KANTO FAULT HAS RENT THE METROPOLIS IN TWO, SO TOO HAS MEGATOKYO'S RECONSTRUCTION DIVIDED ITS POPULACE INTO THE CORPORATE RICH AND THE DISPLACED POOR. CONFUSION AND CONFLICT RAGE IN THE STREETS AS CRIME AND OVERCROWDING BECOME EXPLOSIVE PROBLEMS.



BUT THIS MEGALOPOLIS' GREATEST THREAT MAY BE FROM TECHNOLOGY ITSELF. SCIENCE AND INDUSTRY HAVE LITERALLY RUN AMOK, DRIVEN BLINDLY FORWARD BY THE WORLD'S LARGEST CORPORATION ...





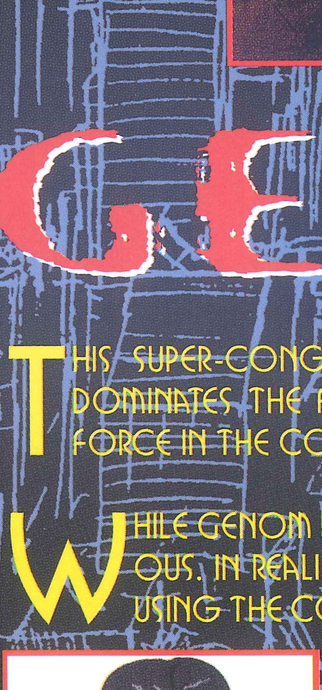


QUINCY
CHAIRMAN OF GENOM

GENOM

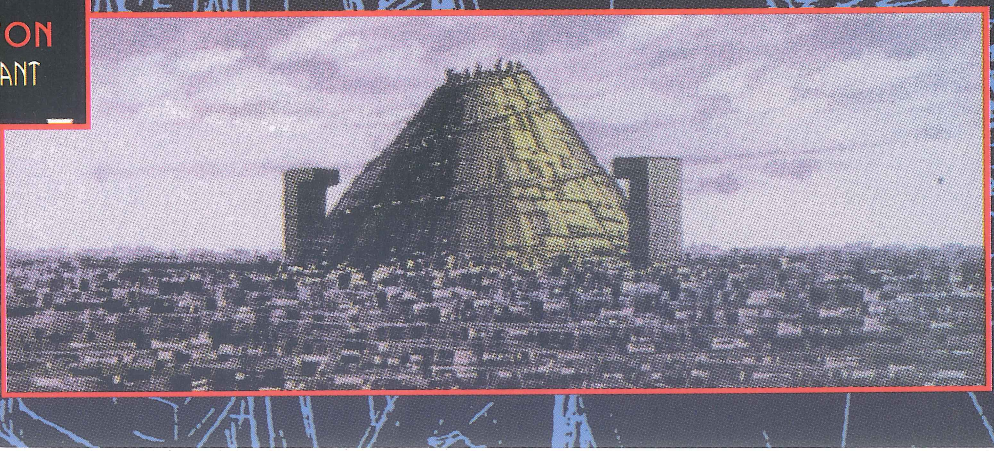
THIS SUPER-CONGLOMERATE IS THE MIGHTIEST ECONOMIC POWER ON THE GLOBE. IT DOMINATES THE FIELDS OF MANUFACTURING AND HIGH-TECH INDUSTRY, AND IS THE PRIMARY FORCE IN THE COLONIZATION—AND EXPLOITATION—OF SPACE.

WHILE GENOM PRESENTS ITSELF AS AN UPSTANDING CONCERN, THE TRUTH IS FAR MORE ODIOUS. IN REALITY, ITS FOUNDER AND CHAIRMAN, THE CUNNING AND MYSTERIOUS QUINCY, IS USING THE CORPORATION TO TAKE CONTROL OF THE PLANET. TO THIS END, GENOM PROMOTES WARS TO DESTABILIZE GOVERNMENTS, DEVELOPS ILLEGAL TECHNOLOGY, AND INDULGES AND ENCOURAGES THE INDIVIDUAL GREED AND AMBITIONS OF ITS EXECUTIVES.



BRIAN J. MASON
QUINCY'S ASSISTANT

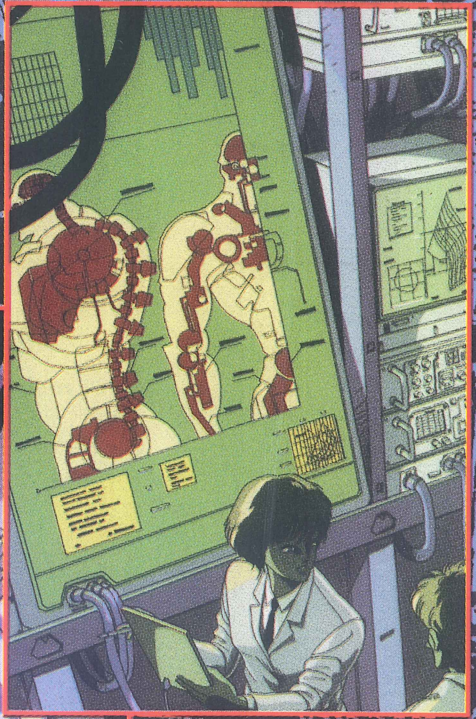
UNFORTUNATELY, GENOM HAS MADE ITSELF VITAL TO THE REST OF SOCIETY AND NOW CONTROLS MANY ESSENTIAL RESOURCES. THE CORPORATION'S MOST POWERFUL TOOL, HOWEVER, IS THE STARTLING NEW RACE OF ARTIFICIAL BEINGS IT HAS CREATED ...

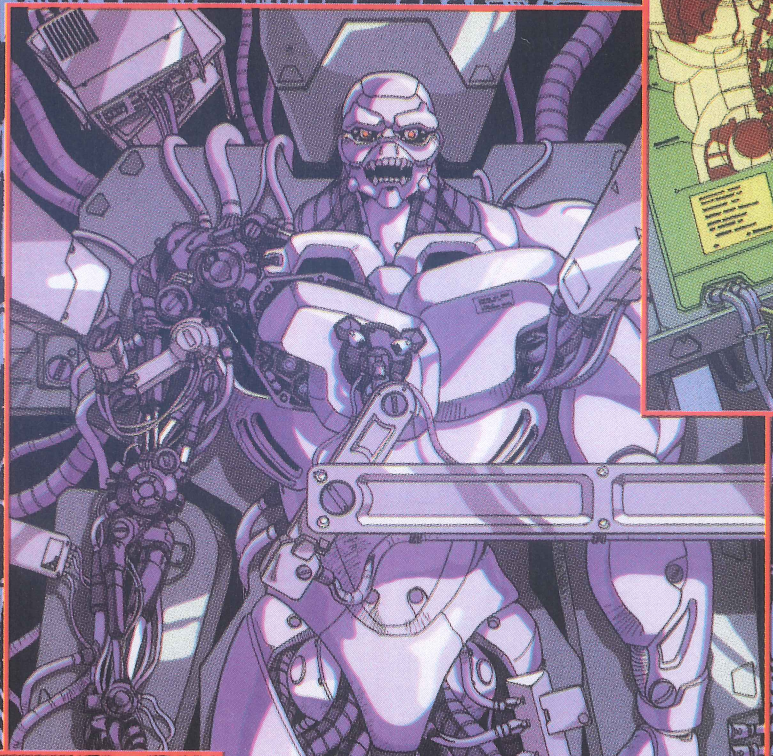


BOOMERS

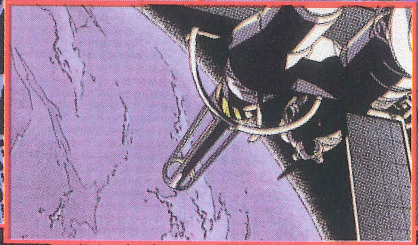
BORN OF THE FUSION OF MECHATRONICS AND BIOTECHNOLOGY, CYBERDROIDS WERE HAILED AS A NEW SERVITOR RACE WHICH WOULD LIBERATE MANKIND. COMMONLY REFERRED TO AS "BOOMERS", THESE ARTIFICIAL LIFE-FORMS RANGED FROM SIMPLE ROBOTS TO THE MOST ADVANCED ANDROIDS, AND SOME WERE EVEN REPORTED TO HAVE THEIR OWN PERSONALITIES.

ALTHOUGH ORIGINALLY CREATED TO AID IN THE DEVELOPMENT OF OUTER SPACE, LABOR BOOMERS WERE SOON MARKETED DOMESTICALLY. ULTIMATELY, GENOM ALSO DESIGNED COMBAT BOOMERS: TERRIFYING ARMORED MONSTERS BRISTLING WITH DEADLY WEAPONRY.

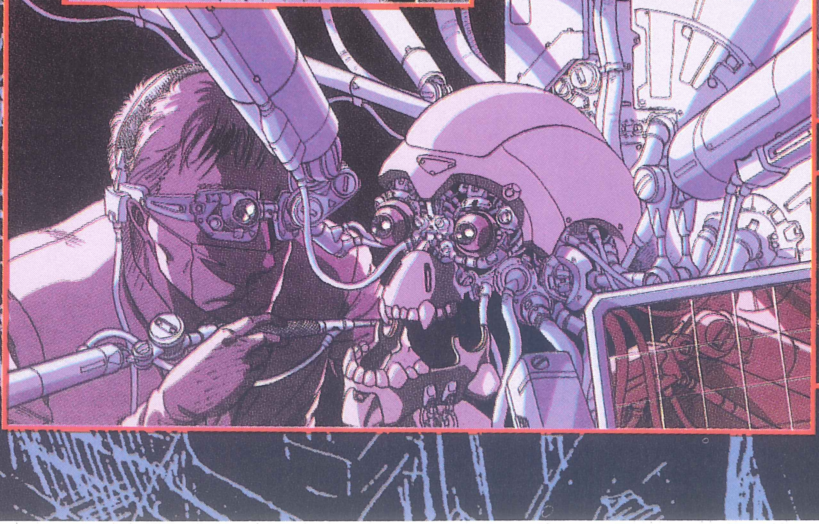


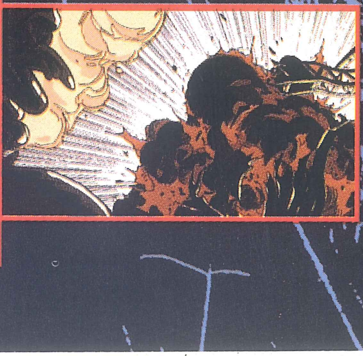


IN 2033, BOOMERS ARE EVERYWHERE; THEY FIGHT WARS, WORK AT CONSTRUCTION SITES, AND EVEN SERVE COFFEE ...



BUT BOOMERS CAN BE UNSTABLE, SOMETIMES GOING BERSERK AND KILLING PEOPLE IN A FRENZY OF BLOODLUST. IN RESPONSE, AN ELITE POLICE FORCE WAS CREATED TO DEAL WITH THESE ROGUE ROBOTS ...

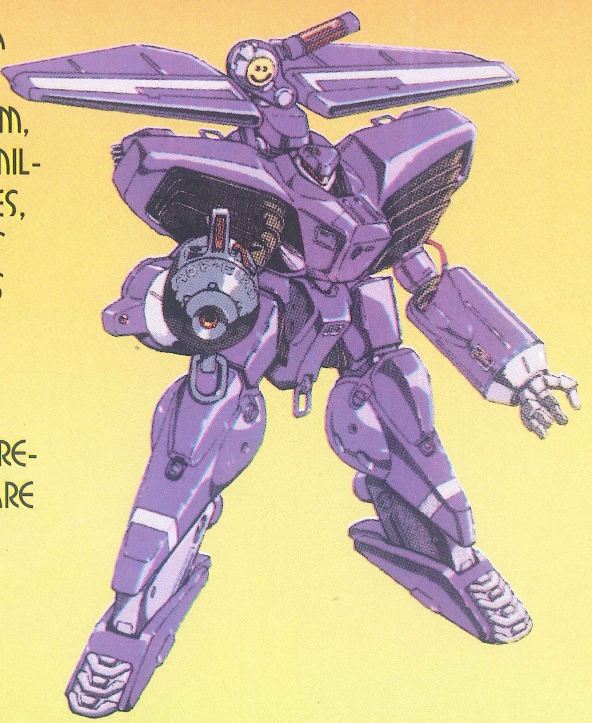




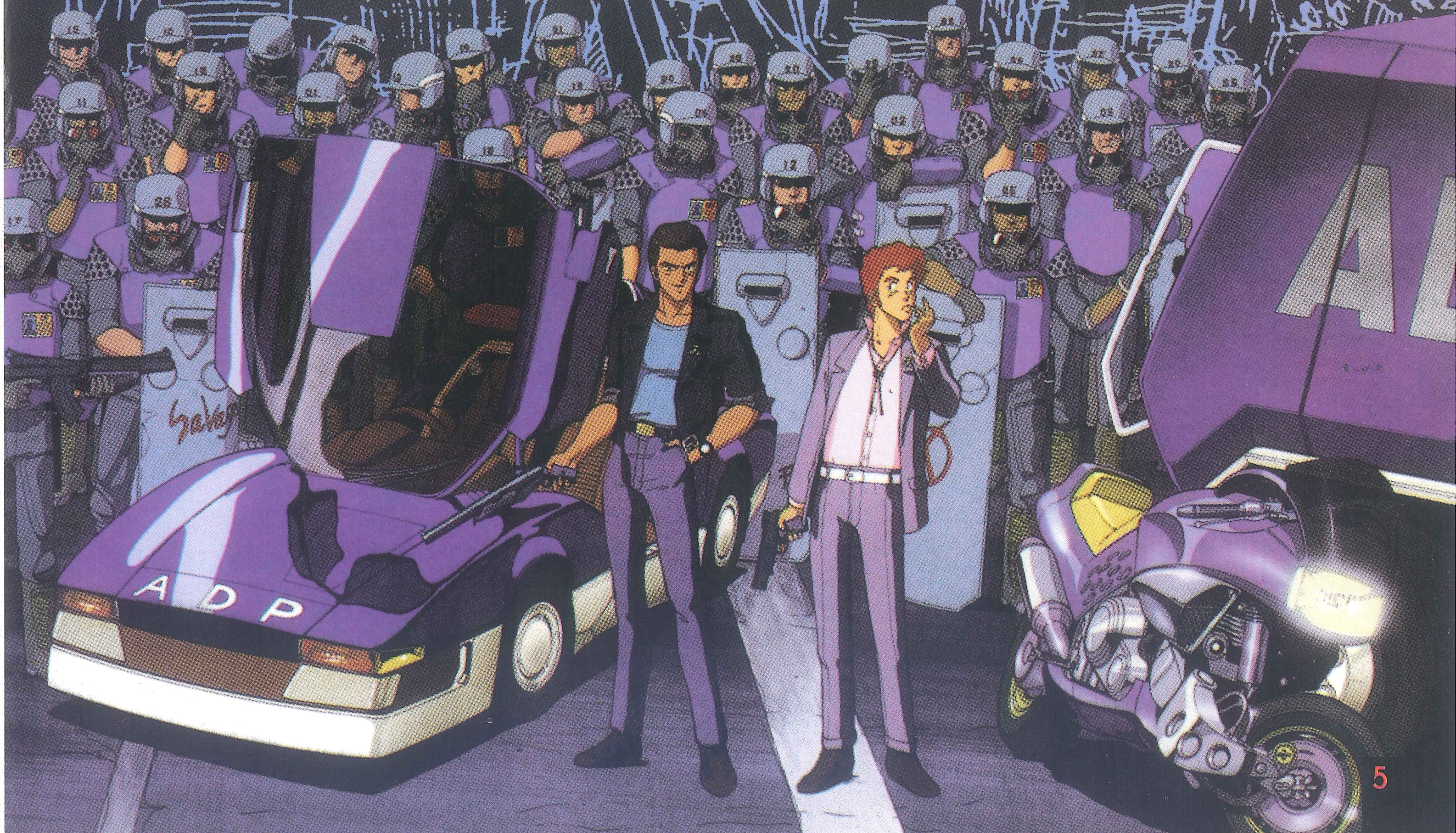
THE AD POLICE

LEON
ADP CHIEF INSPECTOR

ORIGINALLY ESTABLISHED AS A SPECIAL BRANCH TO DEAL WITH RIOTS AND TERRORISM, THE ADVANCED POLICE NOW USE MILITARY WEAPONS, ARMORED VEHICLES, AND POWERED ARMOR TO PROTECT MEGATOKYO FROM THE BOOMERS THAT INCREASINGLY RAMPAGE THROUGH THE CITY.



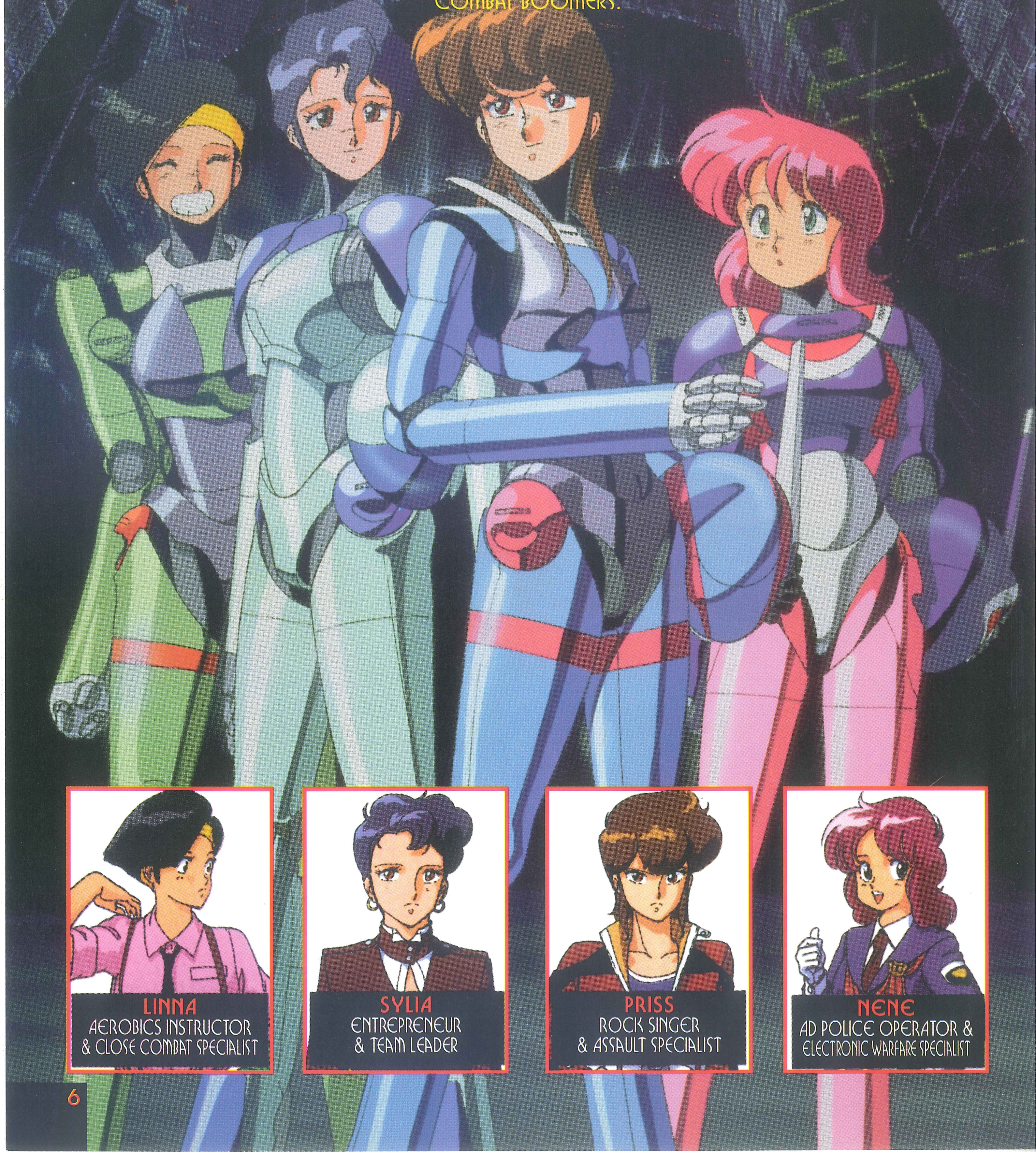
YET EVEN THE BRAVERY AND FIREPOWER OF THE AD POLICE ARE INSUFFICIENT WHEN FACED WITH GENOM'S EVER-EVOLVING COMBAT BOOMERS. MEGATOKYO NEEDS HELP ...



...AND LIKE IT OR NOT, IT WILL COME FROM

THE KNIGHT SABERS

THIS MYSTERIOUS TEAM OF VIGILANTES STALKS MEGATOKYO, BATTLING GENOM'S MOST POWERFUL COMBAT BOOMERS.

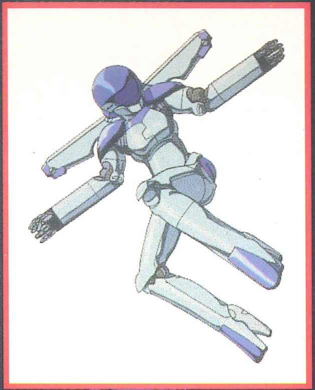


LINNA
AEROBICS INSTRUCTOR
& CLOSE COMBAT SPECIALIST

SYLIA
ENTREPRENEUR
& TEAM LEADER

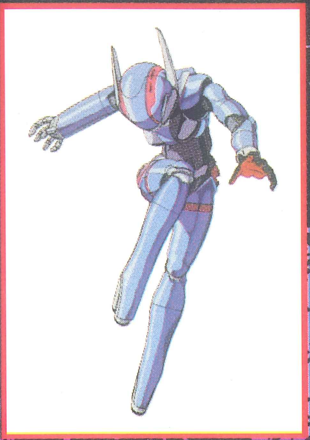
PRISS
ROCK SINGER
& ASSAULT SPECIALIST

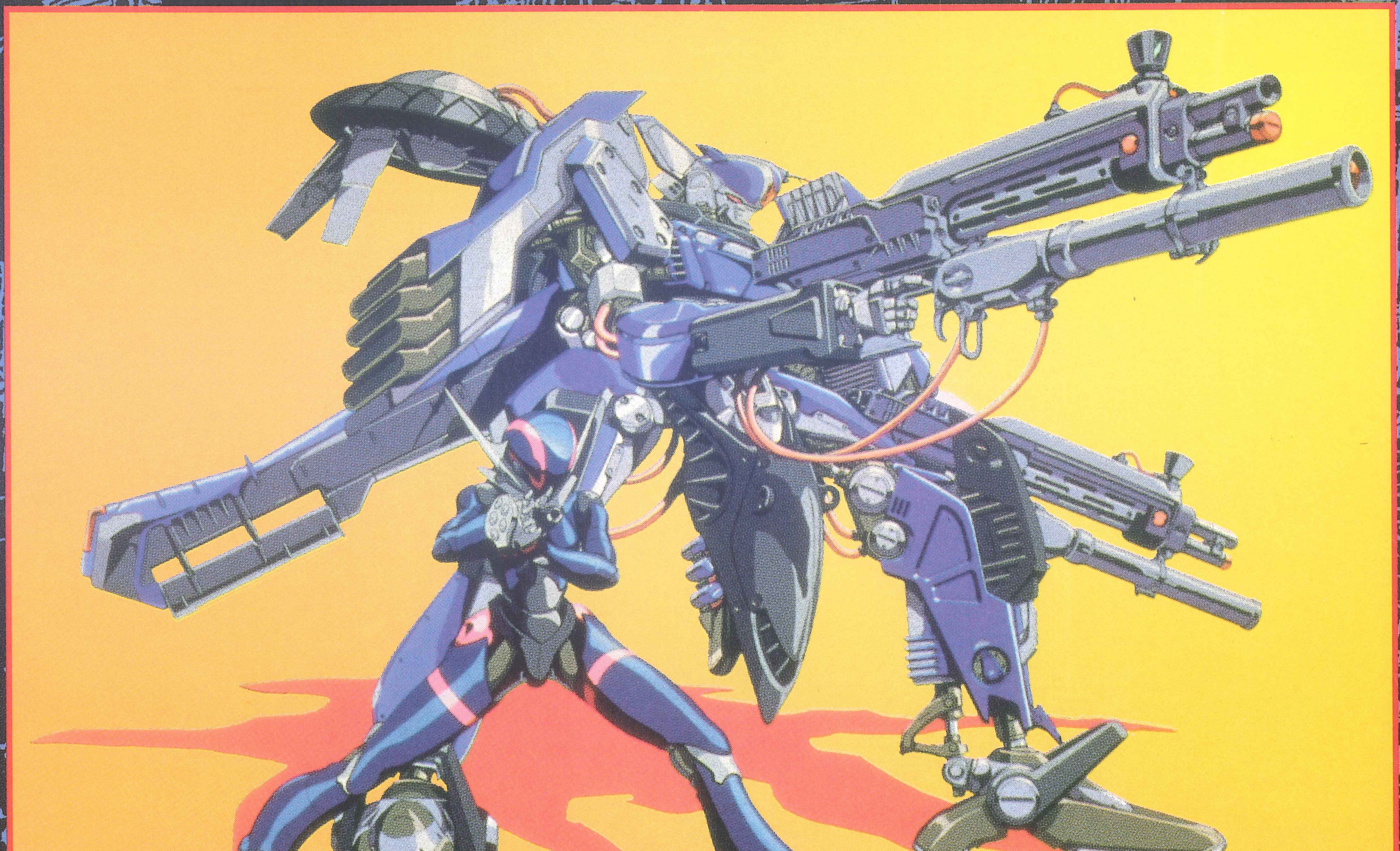
NENE
AD POLICE OPERATOR &
ELECTRONIC WARFARE SPECIALIST

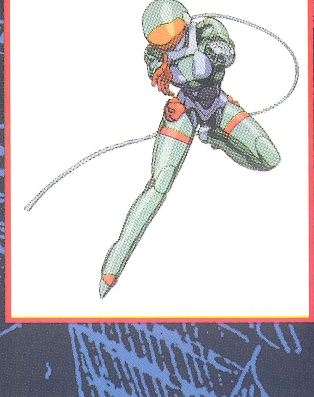


WHEN GENOM MURDERED DR. KATSUHITO STINGRAY, THE CREATOR OF THE BOOMERS, LITTLE DID THEY REALIZE THAT HIS DAUGHTER SYLIA WOULD VOW TO VINDICATE HER FATHER'S LEGACY. USING HER FATHER'S SECRET RESEARCH, SHE HAS CREATED AMAZING ANTI-BOOMER WEAPONS AND RECRUITED A TEAM OF DETERMINED YOUNG WOMEN AS HER COVERT STRIKE TEAM. NOW, THE COMPUTER-SAVVY NENE, THE ATHLETIC LINNA, AND THE FIERY PRISS HAVE JOINED SYLIA TO CHALLENGE THE EVIL OF GENOM!

EQUIPPED WITH WEAPONS YEARS IN ADVANCE OF OTHERS, THE KNIGHT SABERS FIGHT TO STEM THE FLOOD OF TWISTED TECHNOLOGY POURING FROM GENOM. THEIR POWERED ARMOR HARDSUITS MAKE THEM A MATCH FOR MOST BOOMERS, AND THEIR MOTORSLAVES—TRANSFORMING ROBOTIC MOTORCYCLES—HAVE FIREPOWER EQUIVALENT TO TANKS.

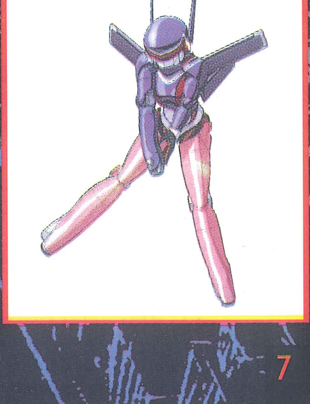






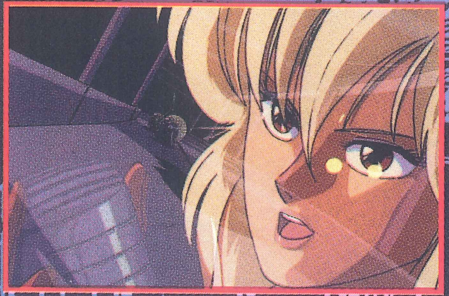
THEY FIGHT TO SAVE MEGATOKYO AND THE WORLD FROM QUINCY'S DOMINATION. THEIR BATTLES ARE CHRONICLED IN A SERIES OF ORIGINAL VIDEO ANIMATIONS CALLED ...

BUBBLEGUM CRISIS



EPISODE GUIDE: BUBBLEGUM CRISIS 1

TINSEL CITY



2032. AS THE ROCK GROUP PRISS AND THE REPLICANTS BLAST THEIR MUSIC INTO THE MEGATOKYO NIGHT, A BOOMER IS ON A RAMPAGE. THE AD POLICE SCRAMBLE, BUT THE CYBERDROID WRECKS HAVOC, LEAVING THEM HELPLESS BEFORE IT.

SUDDENLY, POWER-ARMORED WOMEN APPEAR AND ANNIHILATE THE BOOMER IN FURIOUS COMBAT. MERCENARIES KNOWN AS THE KNIGHT SABERS, THEY VANISH INTO THE NIGHT AS AD POLICE INSPECTOR LEON WATCHES IN AMAZEMENT. BUT THEIR NEXT JOB WILL SOON COME CALLING ...

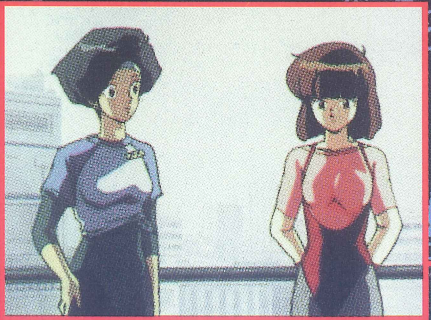
THE CLIENT IS THE USSD—THE SPACE DEFENSE FORCE. THE TASK IS TO FIND A TECHNICIAN, F. G. FREDERICK, AND HIS LITTLE SISTER CYNTHIA, WHO HAVE SUPPOSEDLY BEEN ABDUCTED. BY ACCEPTING, THE KNIGHT SABERS BECOME ENTANGLED IN A VICIOUS CONSPIRACY. WHILE STALKING THE DARK UNDERSIDE OF MEGATOKYO, THE FOUR WOMEN SOON RUN AFOUL OF THE KIDNAPPERS—BOOMERS WHO ARE ACTUALLY LED BY THE TREACHEROUS FREDERICK.

THE VIGILANTES ULTIMATELY CONFRONT FREDERICK IN THE ABANDONED AQUA CITY. THERE, THEY DISCOVER THAT CYNTHIA IS *NOT* A LITTLE GIRL, BUT A KILLER DOLL—A BOOMER TARGETING DEVICE FOR ORBITAL SATELLITE WEAPONS. FREDERICK USES HIS AMAZING ABILITIES AS A FUSION BOOMER TO CONTROL INANIMATE MATERIAL AND MELDS WITH ALL OF AQUA CITY IN AN ATTEMPT TO OVERPOWER THE KNIGHT SABERS. PRISS BARELY MANAGES TO DESTROY HIM BY USING HER MOTORSLAVE. STILL, CYNTHIA PANICS WHEN SHE DISCOVERS HER TRUE IDENTITY AND FIRES A USSD SATELLITE PARTICLE BEAM FROM ORBIT, DESTROYING ALL OF AQUA CITY. THE KNIGHT SABERS ESCAPE, BUT LAMENT ABOUT COLLECTING THEIR PAY ...

EPISODE GUIDE: BUBBLEGUM CRISIS 2

BORN TO KILL

UNDER BRIAN J. MASON'S DIRECTION, FEMALE BOOMERS RECOVER THE REMAINS OF CYNTHIA FROM THE SUNKEN WRECKAGE OF AQUA CITY. MEANWHILE, THE DEVELOPMENT OF AN UPRATED BOOMER IS INTERRUPTED BY AN EXPLOSION THAT CLAIMS THE LIVES OF SEVERAL GENOM SCIENTISTS. IRENE, FIANCEE OF ONE OF THE DEAD SCIENTISTS AND A FRIEND OF LINNA'S, SWEARS TO EXPOSE GENOM'S INVOLVEMENT IN HIS DEATH. CONCERNED, LINNA HARBORS SERIOUS FEARS FOR IRENE'S SAFETY.



MEANWHILE, PRISS AND LEON DEDUCE A CONSPIRACY WITHIN GENOM TO DEVELOP ILLEGAL BOOMER TYPES SECRETLY. ONE, THE UPRATED "SUPER-BOOMER," PROMISES TO BE A SYSTEM OF GREAT POWER—USING CYNTHIA'S SALVAGED BLACK BOX, IT CAN SYNCHRONIZE WITH THE USSD'S ORBITING SATELLITE WEAPONS, BRINGING DEATH WHEREVER IT LOOKS.

BUT ACROSS MEGATOKYO, LINNA AND IRENE ARE STALKED BY A MYSTERIOUS GROUP OF BEAUTIFUL FEMALE ASSASSINS. WHEN THE TWO BECOME SEPARATED, IRENE IS CONFRONTED AND HORRIBLY KILLED BY THE BOOMER FEMME FATALES. GUILT-RIDDEN, LINNA SWEARS TO AVENGE IRENE'S DEATH.

THE KNIGHT SABERS SOON FOLLOW A TRAIL OF CLUES THAT LEAD THEM TO THE KAWASAKI INDUSTRIAL ZONE AND ANOTHER CONFRONTATION WITH GENOM.

THE CLIMACTIC BATTLE PITS THE KNIGHT SABERS AGAINST MASON'S DEADLY FEMALE CYBERDROIDS AND THE SUPERBOOMER. EVEN THOUGH THE SUPERBOOMER ATTACKS THEM WITH A USSD SATELLITE, THE SABERS EMERGE VICTORIOUS. THE HEAD OF THE USSD RESIGNS, BUT MASON'S SCHEMES CONTINUE...

EPISODE GUIDE: BUBBLEGUM CRISIS 3

BLOW UP

TINSEL CITY ERUPTS IN FLAMES AS TWO AD POLICE K-11 POWERED SUITS BATTLE A PAIR OF MILITARY BOOMERS. COLLATERAL DAMAGE FROM THE FIGHT TRASHES THE SILKY DOLL—SYLIA'S LINGERIE SHOP AND THE KNIGHT SABERS' SECRET HEADQUARTERS. OBEYING THE SECOND RULE OF THE KNIGHT SABERS—NO PERSONAL GRUDGES—SYLIA WITHHOLDS RETRIBUTION, EVEN THOUGH SHE KNOWS MASON IS BEHIND THE ATTACK. STILL, MASON AND SYLIA ARE PLOTTING THEIR NEXT MOVES.

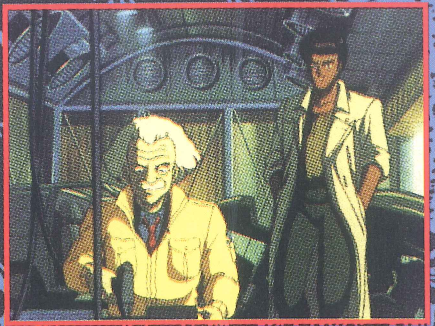
MEANWHILE, PRISS HANGS OUT WITH HER FRIEND SHO, A YOUNG BOY WHOM SHE KEEPS AN EYE ON WHEN HIS MOTHER WORKS LATE. AT SHO'S 10TH BIRTHDAY PARTY, HIS MOTHER TELLS PRISS THAT SHE HAS BEEN SAVING FOR HER DREAM—TO MOVE TO THE COUNTRYSIDE.

BUT AT GENOM TOWER, THE TECHNOLOGICALLY-INTEGRATED ECONOMIC CITY PROJECT IS UNDER DISCUSSION: GENOM HAS BEEN USING COMBAT BOOMERS TO TERRORIZE THE POPULATION INTO SELLING THEIR LAND CHEAP. MASON'S AGENTS SOON ZERO IN ON SECTION 3—PRISS AND SHO'S NEIGHBORHOOD—EVICTING THE RESIDENTS. NEITHER PRISS NOR LEON CAN STOP THEM; IT'S ALL LEGAL. BUT AS SHO'S MOTHER RUSHES BACK INTO HER BUILDING TO RETRIEVE HER SAVINGS, SHE IS CRUSHED BY THE DEMOLITION.

THE ENRAGED KNIGHT SABERS STORM GENOM TOWER. AS THE OTHERS FIGHT THE SECURITY BOOMERS, SYLIA FACES MASON—NOW IN A POWERED SUIT OF HIS OWN—AT THE TOWER'S SUMMIT. ALTHOUGH MASON DISCOVERS SYLIA'S IDENTITY, THE SECRET DIES WITH HIM WHEN SYLIA CUTS HIS THROAT—OR SO IT SEEMS . . .

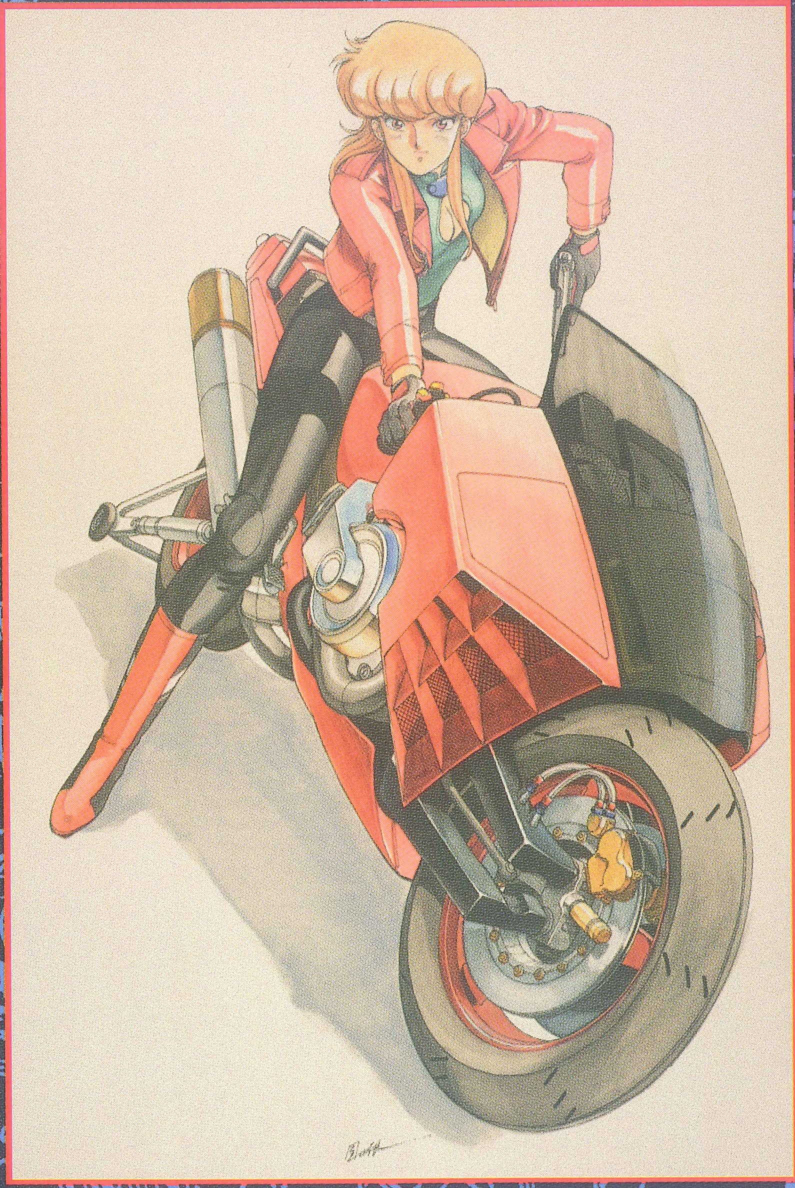
EPISODE GUIDE: BUBBLEGUM CRISIS 4

REVENGE ROAD



2033: A MYSTERIOUS BLACK CAR KNOWN AS THE GRIFFON IS HUNTING DOWN MOTORCYCLE PUNKS, AND THE TOKYO HIGHWAY PATROL CAN'T STOP IT. THE CASE FALLS TO THE AD POLICE, BUT IT'S NOT HIGH ON THEIR PRIORITY LIST.

MEANWHILE, PRISS ARRIVES AT RAVEN'S GARAGE—SECRETLY A KNIGHT SABERS FACILITY WHERE DR. RAVEN HELPS CONSTRUCT AND MAINTAIN THE SABERS' MOTORSLAVES AND OTHER VEHICLES. MACKIE IS USING THE SHOP TO WORK ON THE HIGHWAY STAR SUPERBIKE, A CYCLE SO HYPED-UP MACKIE'S AFRAID TO LET EVEN PRISS DRIVE IT. PRISS ALSO GETS NO HELP FROM DR. RAVEN WHEN SHE ASKS ABOUT THE HANDSOME FELLOW WHOSE PICTURE SITS ON HIS COUNTER . . .

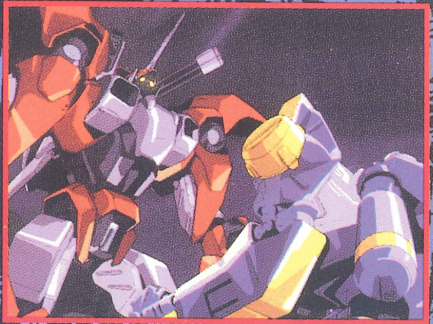


ELSEWHERE, J. B. GIBSON, THE MAN IN DR. RAVEN'S PHOTO, TINKERS ON HIS SECRET PROJECT: THE GRIFFON. WHEN HE NEXT TAKES IT OUT TO TRASH MORE BIKERS, PRISS GETS CAUGHT IN THE DEATH RACE AND TAKES A FALL. LOOKING TO FIND OUT WHO DUMPED HER, SHE GETS NENE TO CHECK POLICE RECORDS, AND THEY TRACE THE CAR BACK TO GIBSON. HE SEEMS OUT FOR REVENGE AGAINST THE BIKERS WHO ASSAULTED HIM AND HIS GIRLFRIEND MONTHS AGO.

TOO SOON, GIBSON FINISHES MODIFYING THE GRIFFON AND ROARS INTO THE NIGHT WITH THE POLICE IN PURSUIT. DR. RAVEN ASKS THE KNIGHT SABERS TO SAVE GIBSON FROM DESTROYING HIMSELF. PRISS USES THE HIGHWAY STAR IN THE ULTIMATE HIGH-SPEED CHASE AND NARROWLY MANAGES TO RESCUE GIBSON AND HIS GIRLFRIEND BEFORE THE GRIFFON—NOW POSSESSED OF A MIND OF ITS OWN—IS DESTROYED BY THE ADP.

EPISODE GUIDE: BUBBLEGUM CRISIS 5

MOONLIGHT RAMBLER



IN THE GENAROS SPACE STATION, FOUR WOMEN ARE PURSUED BY STATION SECURITY AS THEY RACE TO THE DOCKING BAY THE FIFTH HAS SECURED FOR THEIR USE. ASSAULTED BY SECURITY AND "DOBERMAN" BOOMERS, ONLY TWO SURVIVE TO STEAL A SHUTTLE AND FLEE TO THE EARTH, CRASHLANDING NEAR MEGATOKYO.

LEON AND SYLIA EACH INVESTIGATE THE SHUTTLE CRASH FROM THEIR OWN ANGLES: THE TRUTH IS THAT THE SHUTTLE BELONGS TO SDPC (THE SPACE DEVELOPMENT CORPORATION), WHICH IS SECRETLY CONTROLLED BY FLINT, HEAD OF GPCC (THE GENOM CORPORATE RESEARCH CENTER), AND LARGO, HIS PROTEGE. THEY HAVE BEEN USING GENAROS TO BUILD HIGH-TECH WEAPONS FOR ILLEGAL SALE TO THE COMMUNISTS. THE STOLEN SHUTTLE WAS CARRYING THE PROTOTYPE D.D. AIRBORNE BATTLEMOVER, AND SDPC EXECUTIVE KAUFMAN SECRETLY HIRES THE KNIGHT SABERS TO RECOVER IT.

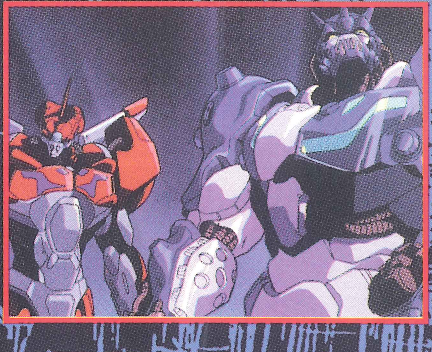
MEANWHILE, PRISS HAS MADE A NEW FRIEND IN SYLVIE, WHO IS SECRETLY ONE OF THE FUGITIVE WOMEN. SHE AND ANRI, THE OTHER ESCAPEE, ARE SEXAROID BOOMERS, BIOLOGICAL CYBERDROIDS WHICH ARE VIRTUALLY HUMAN. IN FACT, ANRI'S INJURIES REQUIRE SYLVIE TO USE THE D.D. TO ATTACK PEOPLE AND STEAL THEIR BLOOD TO HELP HER RECOVER.

WHEN SYLVIE INFILTRATES GPCC TO STEAL THE DATA SHE NEEDS TO HEAL ANRI, SHE IS FORCED TO USE THE D.D. IN BATTLE. LEON TRIES TO BRING HER IN BUT IS ONLY SAVED FROM DESTRUCTION BY THE KNIGHT SABERS. IN THE FIGHT, PRISS IS FORCED TO KILL SYLVIE IN ORDER TO PREVENT THE ROGUE D.D. FROM DESTROYING MEGATOKYO. IN REMORSE, PRISS VOWS TO GET THE PRECIOUS DATA TO ANRI.

BUT AS THEY LEAVE, SYLIA HEARS A VOICE PURRING: "SYLIA ... SYLIA STINGRAY ..."

EPISODE GUIDE: BUBBLEGUM CRISIS 6

RED EYES

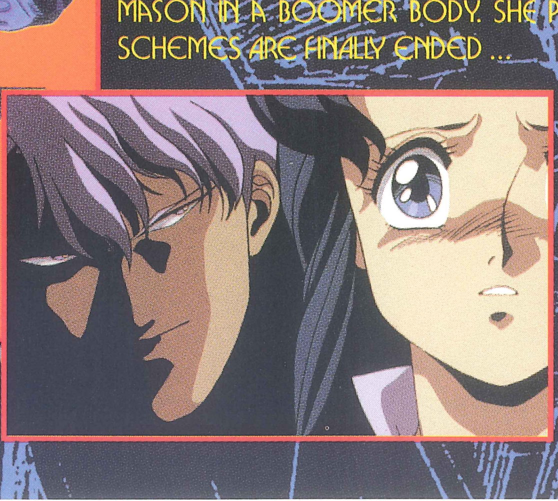


GUILT-STRUCK BY THE KILLING OF SYLVIE, PRISS LEAVES THE KNIGHT SABERS. MEANWHILE, LARGO SENDS KNIGHT SABER IMPOSTERS TO RUIN THEIR NAME AND END THEIR INTERFERENCE IN HIS AFFAIRS. ANRI, NOW LARGO'S AIDE, INFILTRATES GENOM AND LEARNS OF GENOM'S INVOLVEMENT WITH DEFENSE MINISTER CALLAHAN, WHOM LARGO ARRANGES TO KIDNAP.

IN A BATTLE AT THE TINSEL CITY BANK, THE IMPOSTERS ARE REVEALED AS HYPERBOOMERS AND FORCE THE UNDER-MANNED KNIGHT SABERS TO RETREAT. LARGO AND ANRI TAKE CALLAHAN TO GENOM TOWER, INTENDING TO BLACKMAIL QUINCY, BUT THEY ENCOUNTER LEON AND PRISS—WHO FIND OUT THE HARD WAY THAT LARGO NOW CONTROLS THE USSD'S SATELLITE WEAPONS! WHILE LEON AND PRISS ESCAPE WITH THEIR LIVES, LARGO REACHES GENOM.

THERE, LARGO FACES QUINCY AND DEMANDS THE OMS (OVERMIND CONTROL SYSTEM) IN EXCHANGE FOR CALLAHAN. WHEN QUINCY HAS CALLAHAN SHOT, LARGO BEGINS BLASTING GENOM TOWERS ACROSS THE WORLD WITH KILLER SATELLITES. A SUPERBOOMER HIMSELF, HE INTENDS TO FREE ALL BOOMERS AND SET HIMSELF UP AS THEIR GOD.

DISCOVERING THAT LARGO SENT SYLVIE TO HER DEATH, PRISS ASSAULTS HIM AND IS NEARLY KILLED. ONLY THE MIRACULOUS APPEARANCE OF HER NEW MOTORSLAVE AND HARDSUIT ALLOWS HER TO DEFEAT HIS HYPERBOOMERS. WHEN THE OTHER KNIGHT SABERS AND LEON ARRIVE, THEY MANAGE TO VANQUISH LARGO HIMSELF. AS THE SMOKE CLEARS, SYLIA REALIZES THAT THE SUPERBOOMER MADMAN WAS ACTUALLY BRIAN J. MASON IN A BOOMER BODY. SHE PRAYS HIS SCHEMES ARE FINALLY ENDED ...



EPISODE GUIDE: BUBBLEGUM CRISIS 7

DOUBLE VISION

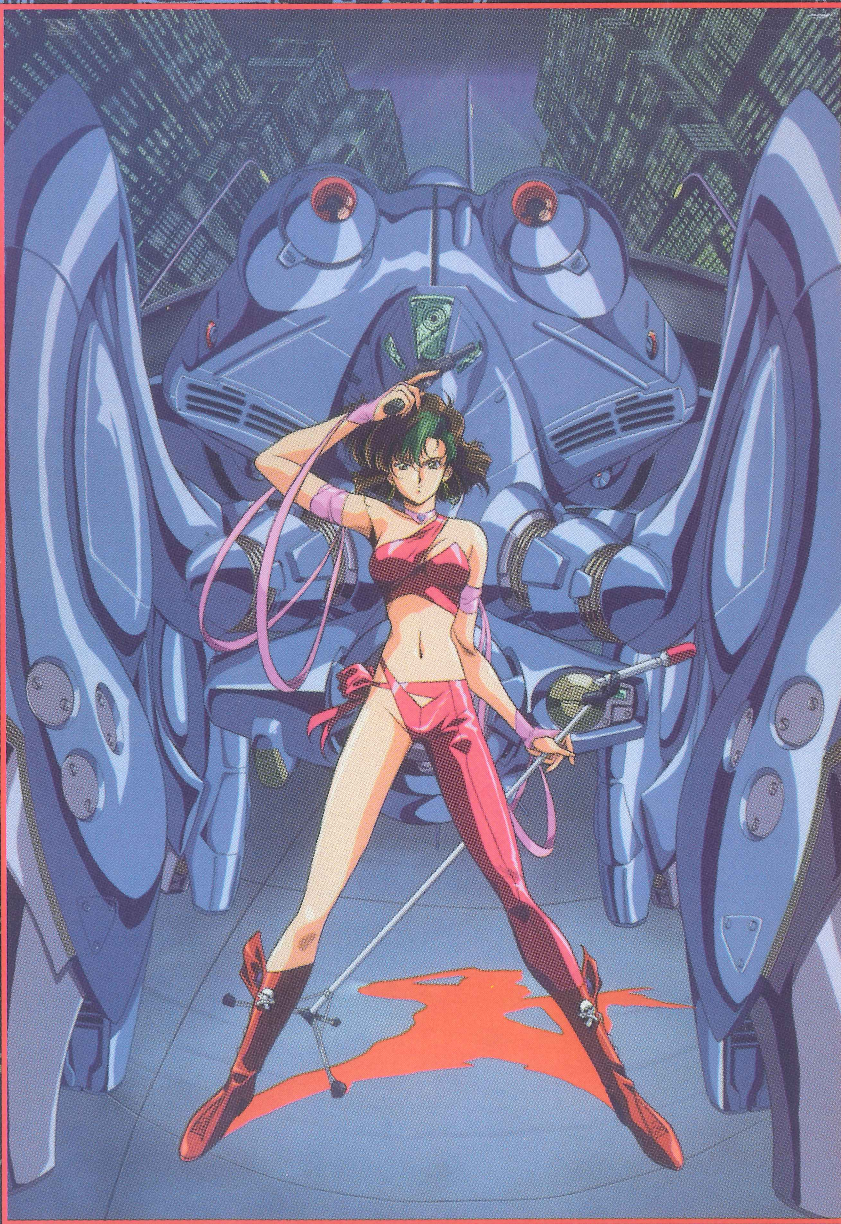
IN HOUSTON, TEXAS, GENOM AND THE GULF & BRADLEY CORPORATION SIGN A CONTRACT TO COPRODUCE A NEW BOOMER, BUT THE MEETING IS SUDDENLY INTERRUPTED BY AN ATTACKING MECHA WHICH KILLS G&B'S PRESIDENT, THEN VANISHES.

LATER, IN MEGATOKYO, ROCK SUPERSTAR VISION BEGINS HER TOUR. IN ACTUALLY SHE IS REIKA CHANG, SISTER OF IRENE (WHO WAS KILLED BY GENOM IN EPISODE 2). HER TOUR IS A COVER FOR HER PLANNED VENDETTA AGAINST GENOM. THAT NIGHT SHE AND HER PARTNER KOU ATTACK THE GENOM RESEARCH FACILITY IN AN ATTEMPT TO KIDNAP G & B'S DR. MCLAREN, BUT FAIL AND HAVE TO RETREAT.

FRIGHTENED, DR. MCLAREN HIRES THE KNIGHT SABERS TO BODYGUARD HIM SECRETLY WHILE HE'S IN TOKYO. MEANWHILE, LEON AND DALEY INVESTIGATE THE MECHA'S CRIMINAL ATTACK, UNCOVERING CLUES THAT YET ANOTHER ILLEGAL BOOMER MAY BE IN THE WORKS.

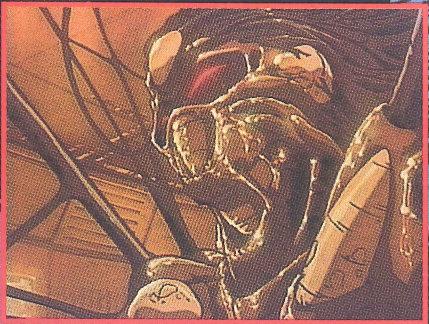
REIKA MANAGES TO KIDNAP MCLAREN DESPITE THE SABERS' SURVEILLANCE, AND LINNA IS TAKEN AS WELL, SINCE SHE HAS RECOG-NIZED REIKA AS VISION AND IRENE'S SISTER. REIKA REVEALS THAT SHE IS THE HEIRESS OF THE CHANG TRIAD AND SHE'S USING ITS RESOURCES TO EXACT REVENGE ON GENOM FOR IRENE AND ON G&B FOR THE DEATH OF HER PARENTS.

REIKA AND QUINCY FINALLY FACE OFF ON GENOM'S ARTIFICIAL ISLAND, GENOM'S NEW BOOMER ATTACKS, AND THE KNIGHT SABERS INTERVENE TO SAVE REIKA AND KOU. IN THE END, MCLAREN IS ARRESTED BY LEON AND REIKA IS FINALLY PURGED OF HER DESIRE FOR REVENGE.



EPISODE GUIDE: BUBBLEGUM CRISIS 8

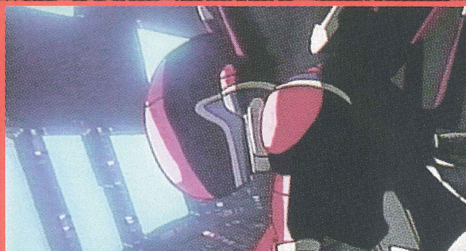
SCOOP CHASE



DECEMBER 2033: AD POLICE CHIEF TODO ENTRUSTS NENE WITH CHAPERONING HIS NIECE LISA VANETTE, AN AMATEUR NEWS PHOTOGRAPHER AND KNIGHT SABER HUNTER, AROUND THE OFFICE FOR A FEW DAYS.

ELSEWHERE, DR. MIRIAM YOSHIDA, A BOOMER DESIGN GENIUS, PLANS TO DESTROY THE KNIGHT SABERS TO ELEVATE HIS STATUS WITH GENOM. HE CREATES BOOMERS TO EVALUATE THE ABILITIES OF THE KNIGHT SABERS' HARDSUITS AND IS SOON ABLE TO DESIGN COMBAT BOOMERS CAPABLE OF DEFEATING THE VIGILANTES. AMIDST THIS CHAOS, LISA GETS WIND OF ONE OF THE KNIGHT SABERS' BATTLES WITH MIRIAM'S BOOMERS, AND MANAGES TO GET A SHOT THAT REVEALS NENE'S IDENTITY AS A KNIGHT SABER!

BECAUSE HER PHOTO ISN'T CLEAR ENOUGH TO PROVE NENE IS A KNIGHT SABER, LISA BEGINS TO FOLLOW NENE EVERYWHERE, EVEN TO RAVEN'S GARAGE. DURING THIS SURVEILLANCE, LISA MEETS SYLIA, WHO SUBTLY PERSUADES LISA THAT THE KNIGHT SABERS MAY BE MORE HEROIC THAN GENOM WOULD HAVE THE PUBLIC BELIEVE.



AT LAST, MIRIAM ATTACKS THE ADP HEADQUARTERS WITH HIS FOUR BOOMERS TO DRAW THE KNIGHT SABERS OUT. THE VIGILANTES ARRIVE AND THE ENSUING BATTLE TRAPS LISA IN THE BUILDING. THE KNIGHT SABERS, IN THEIR NEW HARDSUITS, DESTROY MOST OF MIRIAM'S BOOMERS, BUT NENE HAS TO FACE THE LAST IN A DARING COMPUTER COMBAT. HER HEROIC EFFORT CONVINCES LISA THAT THE KNIGHT SABERS DESERVE TO KEEP THEIR ANONYMITY ... AND TO CONTINUE THEIR FIGHT.

AND THE STORY'S NOT OVER YET ...

GENOM'S STILL OUT THERE—WITH A MEGLOMANIAIC AT THE HELM, ROGUE BOOMERS STILL ROAM THE STREETS, AND MEGATOKYO IS STILL REELING FROM TECHNOSHOCK AND ECONOMIC UPHEAVAL.

THE 21ST CENTURY STILL NEEDS HEROES: PEOPLE WILLING TO FIGHT TO ENSURE THAT GREED AND WARPED AMBITION DO NOT RULE THE NEW CYBERAGE.

YOU CAN BE ONE OF THOSE HEROES, WALKING THE DARK STREETS OF TOMORROW TO PROTECT WHAT BIT OF HUMANITY REMAINS IN THIS ERA OF THE MACHINE ...

ARE YOU READY?

BUBBLEGUM CRISIS

MEGATOKYO 2033—THE ROLEPLAYING GAME

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VIDEO SERIES CREDITS: *Bubblegum Crisis* was created by Artmic's founder, Toshimichi Suzuki. Kenichi Sonoda designed the mecha and characters for the first three episodes. For episodes 4-8, other talents like Hiroaki Goda and Satoshi Urushihara designed the new characters, while Shinji Aramaki, Hideki Kakinuma and Masami Ohbari designed a great deal of the mecha.

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WELCOME TO THE RPG

I LINGER BY MYSELF ON THE TWILIGHT STREETS ...
THEN THE RAIN STOPS AND THE PAVEMENT GLITTERS ...
KLAXONS HOWL IN THE NIGHT SKY ...
BITTER SPIRITS LET FLY ...
DREAMS BURST INTO FLAME ...
A DASHING MOTORCYCLE HUNTS DOWN ITS PREY ...
WHEN IT COMES TIME TO BURN UP ... HOLD ON TIGHT!

Those words are lyrics from several songs from the *Bubblegum Crisis* soundtracks, and they encapsulate the kind of action and drama you'll find in the *Bubblegum Crisis Roleplaying Game.* With this book, you'll enter the world of MegaTokyo and the oppressive megacorporation Genom—a world where monstrous Boomers, desperate AD Police and the mysterious Knight Sabers battle for the future of civilization.

In case it isn't obvious by now, this game is based on the Japanese anime video series *Bubblegum Crisis,* which fuses dark-future cyberpunk, comic book super-vigilantes and mecha-oriented anime. Cyberpunk provides a grim future megalopolis for the setting, anime provides provides amazing weapons, robots, and action, and comic books provide the crime-fighting angle.

But the heart and soul of *Bubblegum Crisis* comes from its characters: only in the hands of the right people can technology change the world for the better. *Bubblegum Crisis* is about *who* controls that technology.

The name "Bubblegum Crisis" (often abbreviated as *BGC*) was chosen as a reference to a bubblegum bubble which is about to pop, getting all over your face and hair and refusing to be easily cleaned up—an impending mess that will be hard to handle. This parallels MegaTokyo's technological and social situation; tension has been continually rising, and either a collapse or explosion seems imminent ....

▼ BGC, THE SERIES

Bubblegum Crisis (or "BGC") was an 8-part video-only series produced by Artmic design studio and released in Japan from 1987-1990. Two spin-off series were made: the 3-part *AD Police Files,* and the 3-part *Bubblegum Crash!*. Here we focus on the first series, but don't worry: R. Talsorian Games will publish future supplements which will cover the other two.

AnimEigo, one of the premiere American anime importers and distributors, has released subtitled and dubbed versions of *Bubblegum Crisis* and its two spin-offs in the U.S. If you haven't seen the *Bubblegum Crisis* videos yet, check them out! Bug your local video store or contact AnimEigo at: P.O. Box 989, Wilmington, NC 28402-0989, Email 72447.37@compuserve.com, Web http://www.animeigo.com/.

▼WHAT IS A ROLEPLAYING GAME?

If this is your first roleplaying game, RELAX; this is just a structured form of make-believe play acting, rather like when you played Cops and Robbers as a kid. The focus is on verbal description and storytelling, with players describing what they do instead of acting it out.

Most of you are going to use the rules presented in this book to create **player characters**, personas you control that exist in this fictional universe of 2033. You will create a set of numbers and characteristics that will give you a clear idea of how your character thinks, acts, what he/she cares about, and what he/she can do.

One of you will take on a different role, that of the **Referee** (or **Gamemaster**, or GM): the person who presents the story plot to the players, controls any characters not controlled by the players themselves (logically called **non-player characters**), and applies the rules of the game. The Referee must have a firm grasp of the game rules and the fictional background in which the world is set. It's the most demanding position in terms of time, energy, and imagination— a lot like directing a play when you can't control all the actors—but it can be very rewarding as well.

The Referee uses the background given in the gameworld to devise a basic plot into which he places the player characters. He describes the situations to them as the characters would know it and the players describe what their characters are doing and how they are responding to the situation. The plot generally flows from there, with the Referee presenting obstacles, non-player characters, and other elements to the players in story form and the players continually deciding what their characters will do and reacting accordingly. This way both the players and the Referee create a story together ... and have a lot of fun along the way.

Then what are all these rules for? Well, many situations will come up in the course of a game that require more than common sense to resolve. For example, if you've never been in a firefight, it might be hard to judge how things should happen in one. The rules give you a way to play out those situations in a logical and consistent manner. When the outcome of an event is in question, you roll dice (*Bubblegum Crisis* uses ten-sided and six dice, or "D10s' and "D6s") and the result of the roll helps you determine what happens. The GM generally applies the rules as required, but if he wants to discard a rule, he may do so, as long as he informs his players beforehand, is fair about it, and keeps the game fun for everyone.

In some roleplaying games it's enough for the characters simply to survive and maybe amass some money; not so in *Bubblegum Crisis. BGC* stories aren't about greed; they're about extreme circumstances, passion, revenge, technology, the definition of human ... and probably kicking Boomer butt, too. In a typical *Bubblegum Crisis* game, you'll prowl the urban jungle, face off against authority, fight homicidal monsters, and maybe even find a little romance. Sound like fun? Count on it.

SYSTEM MECHANICS

ROLEPLAYING 101

Playing a *Bubblegum Crisis* game involves more than getting ahold of a bunch of transforming motorcycles and killing some Boomers. While fancy mecha and Boomer-busting are definitely part of the fun of *BGC*, roleplaying is the heart of the game. Roleplaying is a process in which the players and the Referee cooperate to create a good story and, more importantly, to have a good time. This cooperative aspect demands that Referees and players *always* work together. To make sure you get the most out of your *Bubblegum Crisis* roleplaying experience, your character should enjoy freedom of action but still work within the structure of the Referee's game.

▼CHARACTER CREATION

Referee and player alike should be involved in the character creation process. Check with the Referee to make sure that your character isn't wildly outside the parameters of the campaign—oftentimes the Referee will have specific ideas on maximum levels for Stats and Skills, allowable equipment, and appropriate character backgrounds. Make sure to discuss your character with the Referee before play begins. Both parties should be clear on the character's capabilities, background and unique quirks. The *Lifepath* is especially important here—your character's history will likely generate several colorful NPCs which the Referee can put to good use in the campaign (Referees should see page 154 for more on NPCs).

▼TEAMWORK

Roleplaying in *BGC* is geared to the idea of a team—a group of player-characters who work together on a regular basis towards a common goal. The most obvious example of a team of player-characters is the Knight Sabers, but each AD Police unit is also a team, and even the escaped Sexaroids from Genaros were a team (a short-lived one, but a team nonetheless...).

Because he will be a member of such a team, your character should be created with a "built-in" reason how and/or why he should become a part of the player team. Once again, a dialogue between the player and his Referee is vital here. By letting his players know what kind of team they'll be in, the Referee will allow them to make their characters workable within his framework. While you, as a player, will probably have some idea of what type of character you want to play, it's possible that this idea could clash with the type of team and campaign the Referee plans to run—there might not be room in his "Corporate Agents" campaign for your armored vigilante or a rogue Boomer! (Referees should see page 147 from more on campaign types and teams.)

Let's say you're planning on making a Formula-1 race driver named Zack who learned everything he knows from his older brother Ken, but Ken was killed in a racing accident. Now let's say that the Referee plans to run a paramilitary-style mercenary campaign. How to mesh these two ideas? Through a dialogue between the Referee and the player, the character is modified; Zack's brother was working as test-driver for a miliary prototype Fast-Attack Vehicle, and was kidnapped (along with the prototype) by a group of terrorists. Meanwhile, the mercenary team is hired to get the prototype back—they have their own FAV, but no driver (he bought the farm on their last mission). Enter Zack; the mercs need him as a driver, and he's motivated to join in the hopes of finding Ken. Presto!

▼YOUR CHARACTER

When creating and playing your character, remember that you and your compatriots aren't average citizens. You're people of action! If a situation doesn't sit well with you, then you change it. This doesn't mean that you're some kind of *ubermensch;* your character is human (probably), but make sure he's an *exceptional* human. He should like to go out for drinks, have a few dates, see a movie... and avert global disaster every once in a while.

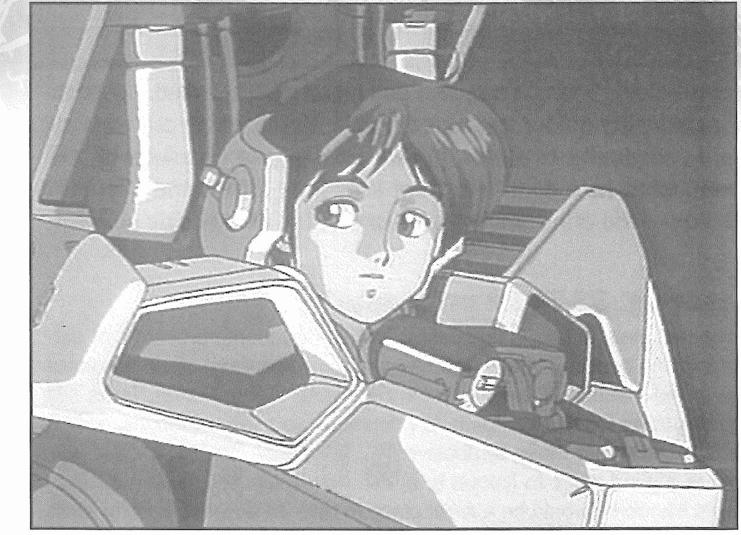
But why does your character do this? What's his motivation for being so special? Try to devise some unique (even outrageous) aspects for your character, and then play them up in the game. While *Bubblegum Crisis* is cyberpunk, it's also superheroic and anime; just like the adventures the Referee puts you through, your character should be shamelessly angst-riddled and melodramatic. Your character's Lifepath is sure to generate all sorts of trauma and neuroses, and anime characters are notoriously bad at getting on with their lives. OK, so your character is a military agent, but why? Is the government holding your sister hostage, or did your best friend sell you into indentured servitude without your knowledge or consent?

▼ROLEPLAYING

Roleplaying is about getting into character and creating a virtual reality with your imagination. It's not about shuffling points and number-crunching. The values on your character sheet are there to interface with the Fuzion system, not for you to fall back on instead of roleplaying; you may have a high Strength, but that doesn't mean that the first thing out of your mouth should be "I've got a 10! Let me try it!" anytime a physical feat is called for. Stats and Skills measure your character's innate and learned capabilities, but should not pigeonhole your roleplaying.

Don't settle for just rolling some dice when you could (and should) be roleplaying. For instance, if your character is trying to pick up a girl, don't walk up to her and say: "I make a Seduction Roll. I roll a 9, so my result is 20. Does she go home with me?" For shame! Since roleplaying is similar to improvisational acting, try to push yourself a little further. Instead of just rolling dice, try something like, "I ask her what she's drinking and order two, then tell her she's the most beautiful woman here. I get a (rolls die) 20 on my Seduction Skill. Does she respond well?" Much better. We all know these aren't the Oscars, but putting a little life into your roleplaying "performance" helps the other players as well as the Referee enjoy the game more.

Remember, roleplaying only works well when everyone's into it. If the Referee is running a serious game but all of his players treat it like a joke, it's unlikely that anyone will enjoy the game. Tossing a joke into the mix (either in character or just among the people at the table) once in a while is fine, but if you've got the giggles or can't seem to focus, take a break.



▼ABOUT THE FUZION™ SYSTEM

B*ubblegum Crisis* uses a unique new rules system called Fuzion™, a unified set of roleplaying rules combining the best of the Hero System™ (*Champions*) and Interlock™ (*Cyberpunk®, Mekton Z™*). Not only can Fuzion be adapted to cover nearly every time, place, or setting, but it also has the ability to utilize existing Hero™ and Interlock™ rules and materials—if it's marked *Fuzion Capable*, it can be used as part of the Fuzion system.

Fuzion can also be compressed or "folded" to allow characters to be used at a simpler level called **Primary Fuzion**. Primary Fuzion allows you to create simple character frameworks in a minute or less; these characters have everything you need to play, but do not have the extra information that allows them to "link up" with characters in other game systems or settings (though not included in this game).

The *Bubblegum Crisis* RPG uses a more *advanced* level of the Fuzion system—**Total Fuzion**. This level has expanded information for more detailed characters, as well as the ability to be "ported" to both Hero and Interlock games at will. Total Fuzion also gives you the ability to use pre-existing Hero and Interlock materials; these are usually marked "Fuzion Capable."

No matter what the level, Fuzion is designed to be simple and flexible, so that you can start easily and add more detailed rules only when you want them. Once you learn the basics, (it takes a couple of minutes), you can play a wide variety of games. And whenever you want more detailed rules, you can easily "plug" them into your existing characters and games, to create precisely the level of detail you want. As part of this concept, many Fuzion games may include or exclude specific rules as appropriate to the genre—*BGC* is no exception.

GAME TERMS AND DEFINITIONS

No matter what level of Fuzion you will be using, you will encounter the following definitions and terms:

CAMPAIGN ELEMENTS: These are external qualities of the character; these define their relationship with the campaign world. Campaign Elements can be good, bad, or mixed. Examples include being hunted by an organization, having a contact in an organization, having a reputation as a killer, equipment, vehicles, followers, and the like. They are usually generated as part of the *Lifepath* process.

CAMPAIGN OPTIONS: These are Skills, Talents, Traits, or Equipment with which characters can fight, protect themselves and generally adventure. In some campaigns, these also include Powers and abilities far beyond those of mortal men.

CAMPAIGN POINTS: These are points used to buy the "stuff" the character owns, knows or can do, such as Skills, Talents, Perks, or Powers.

COMPLICATIONS: Situations, Campaign Elements or personal limitations that enhance the roleplaying aspect of the character, generated as part of the Lifepath process (below). Some problems are external; enemies, bad history or physical liabilities. Still others are internal qualities of the character; these can be good, bad or mixed. Examples would include fear of heights, a code against killing, blindness, truthfulness, etc.

DICE: Throughout Fuzion, three standard six-sided die (plural: dice) is used as the default. Rolling three 6-sided dice together and adding the results gives you a "bell-curve" with the outcome of each roll falling into a fairly predictable range (this way is familiar to Hero System players). As an option, the Referee can decide to use a 10-sided die for Task Resolution rolls (instead of the 3 6-sided dice), but 6-sided dice are always used for damage. The option to roll a single 10-sided die to resolve tasks gives you a "flat" distribution and makes the outcome more unpredictable and dramatic (this way is familiar to Interlock players). ***Very Important:*** The Referee must decide at the start of his campaign what die rolling system he will choose. It will then be in effect for ALL characters in that campaign.

KEYPAGE: How Fuzion rules are presented. A Keypage incorporates all the rules about a particular topic or idea, arranged with all graphics, tables and illustrations included. Keypages are designed to stand alone, and as such often repeat elements seen in other, related keypages.

NPC: A Non-Player Character run by the Referee. See page 161 for more.

PERK: A useful privilege or contact a character has special access to.

POWER: An innate, superhuman ability that cannot be learned or taught, usually quite powerful. An example might be the ability to fly or fire bolts of energy. (Powers are not included in *BGC*'s rules.)

PRIMARY FUZION: The simplest set of rules necessary for roleplaying characters in any setting or genre. Primary Fuzion is designed for simple combat and roleplaying; most characters can fit on the back of a playing card or action figure package; it can also be expanded or "unfolded" to allow the player to use Total and Maximum Fuzion versions as well. (*BGC*'s rules set does not include Primary Fuzion rules.)

REFEREE: The person who runs the Fuzion game. See page 153 for more.

SKILL: An ability that can be learned or taught, such as playing an instrument or using a weapon.

STAT: A number that shows your character's ability in an area, compared to everybody else. The higher the number, the more powerful the stat. Example: Strength is a Stat; Strength 8 is stronger than Strength 3.

STAT POINTS: These are used to buy the basic Stats of the character. Stats determine how strong, smart or agile the character naturally is.

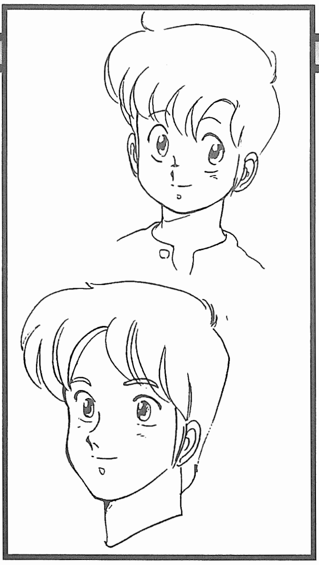
TALENT: An innate ability, (but not necessarily superhuman) that can't be learned or taught; i.e., a bump of direction or ability to see in the dark.

TARGET NUMBER: The number you need to meet or beat in order to succeed at a Task.

TASK: A thing that you do, such as picking a lock or firing a gun. Any use of a Skill or any Attack is a Task. See Task Resolution.

TASK RESOLUTION: The way you figure out whether or not you succeed at a Task you attempt, in Fuzion.

LIFEPATH



This is the first step of creating a character; getting a concept and history established. Lifepath is a special flowchart of events, personality quirks and plot complications, which are used to give a character roleplaying depth and complexity. In effect, the Lifepath is your character's "origin story," telling where he came from, what he's done and what he's like. To use the Lifepath, simply follow the instructions in each box of the chart, rolling a die or making a choice as instructed.

Optional Rule: Complications [see pg. 33-34 for more details]

As part of the Lifepath process, you may also elect to take a few **Complications**: Situations, problems or personal limitations that enhance the roleplaying aspect of the character, and (coincidentally), generate extra Campaign Points (pg. 28 #2) to be used in the creation of the character later. Note that in Fuzion, Traits are not just window dressing; a big part of getting more Campaign Points is roleplaying your complications. Along the Lifepath you'll see certain events marked with these symbols→ ENEMY PERSONALITY PSYCHOLOGICAL COMPULSION RESPONSIBILITY PHYSIOLOGICAL SOCIAL They are a signal that this particular event is a good place to link up to a possible Complication. For example, *Parents Murdered* would be a great place to take on a *Responsibility,* such as a *Dependent* (your baby sister), a *Vow* (to fight Evil) or a *Code of Honor* (Never Harm an Innocent).

1 Start by deciding what your character is like; Basic Personality, Values and worldview. You may either roll these (1D10) or choose one:

BASIC PERSONALITY

1 Shy & secretive
2 Rebellious, antisocial, violent
3 Arrogant, proud and aloof
4 Moody, rash and headstrong
5 Picky, fussy and nervous
6 Stable and serious
7 Silly and fluffheaded
8 Sneaky & deceptive
9 Intellectual and detached
10 Friendly and outgoing

Go To WHO YOU VALUE MOST

WHO DO YOU VALUE MOST?

1 Child
2 Brother or sister
3 Lover
4 Friend
5 Yourself
6 Pet
7 Teacher or mentor
8 Public figure
9 Personal hero
10 No one

Go To WHAT YOU VALUE MOST

WHAT DO YOU VALUE MOST?

1 Money
2 Honor
3 Your Word
4 Honesty
5 Knowledge
6 Vengeance
7 Love
8 Power
9 Having a good time
10 Friendship

Go To YOUR WORLDVIEW

YOUR WORLDVIEW

1 I'm neutral to most people.
2 I like almost everyone.
3 No one understands me.
4 People are sheep who need to be led.
5 Every person is a valuable individual.
6 People must earn my respect. No free rides here.
7 People are untrustworthy. Be careful who you depend on.
8 No one's going to hurt *me* again.
9 People are *wonderful!*
10 People are scum and should be wiped out.

Go To EARLY BACKGROUND

2 Now move on to Early Background and Childhood Events (Roll for all of these):

EARLY BACKGROUND

What was your early upbringing like, economics wise? **Roll 1D10** and find out...

Roll	**Family Status:**
1-2	**Poor:** Just scraping by, day by day.
3-6	**Middle Class:** Like most kids, you were pretty run of the mill.
7-8	**Well-to-Do:** You went to good schools, wore nice clothes, had lots of treats.
9	**Wealthy:** You had plenty of everything; even servants!
10	**Rich** (possibly nobility): You lived in the lap of luxury, lacking nothing.

What Comes Next?

Any Childhood Crises? Big problems or traumas? **Roll once (1D10)** on the chart below and go to the appropriate table:

1-6 A Boring Childhood: GO TO 3 (LIFE EVENTS)
7-10 Go to CHILDHOOD EVENTS

CHILDHOOD EVENTS

A crisis in your early youth! **Roll 1D6** to see how your family was affected:

1-3 One or some Family members were...
4-6 Your entire Family was...

....then **roll 1D10** for the rest of the story:

1 betrayed by a friend or relative and lost everything they had.
2 exiled; you have returned under an alias.
3 murdered before your eyes.
4 abducted or mysteriously vanished; you were inexplicably left behind.
5 not the real thing—you're adopted, and obsessed with finding your true family.
6 killed in war, terrorism or disaster.
7 accused of a terrible crime they may (or may not) have committed. **Roll 1D10:** 1-5, they were imprisoned for 1D10 years; 6-10, they escaped imprisonment but are still under the gun.
8 considered to have some kind of unique birthright, ability or status.
9 unknown to you; you grew up alone, never knowing your true heritage.
10 Hunted by (or involved in a long-standing vendetta) with a powerful group, or organization.

Go To LIFE EVENTS

LIFEPATH

3 Your third step is to chart the course of your life after Childhood by moving on to the Life Events Section.

FRIENDS & ENEMIES (roll 1D10)

1 **Enemy:** Bitter ex-friend or lover.
2 **Enemy:** Relative.
3 **Enemy:** Partner or co-worker.
4 **Enemy:** From rival group or faction.
5 **Enemy:** Powerful official or noble.
6 **Friend:** Like a brother, sister or parent to you.
7 **Friend:** Partner or co-worker.
8 **Friend:** Old lover (choose which one).
9 **Friend:** Old enemy (choose which one).
10 **Friend:** Met through common interest or acquaintance.

Go Back To LIFE EVENTS

LOVE & WAR (roll 1D10)

1-4 **Happy love affair:** 'Nuff said.
5-6 **Nothing Serious:** 'Nuff said.
7-10 **Love trouble:** Any of these might be a good hook for a COMPULSION, ENEMY, or PSYCHOLOGICAL complication. Roll & see below:

1 Your lover's friends/family would use any means to get rid of you.
2 You fight constantly.
3 You had a child! Roll for sex: Even=Female, Odd=Male. RESPONSIBILITY anyone?
4 One of you is "messing around."
5 Lover died in accident/committed suicide/killed in fight.
6 Lover mysteriously vanished/kidnapped.
7 It just didn't work out.
8 You got married! Any further Love & War rolls refer to your marriage (or future divorce!)
9 Lover was imprisoned, exiled or went insane.
10 Rival cut you out of the action.

Go Back To LIFE EVENTS

4 CURRENT SITUATION (roll 1D10)

1 You have a nameless, mundane "day job."
2 You're involved in underworld; criminal or black market activities.
3 You're involved in law enforcement, criminal investigation or espionage work.
4 You're involved in government or other administrative duties.
5 You're just hanging out without a job.
6 You're involved in business or high finance.
7 You're a freelancer; you work for yourself
8 You're involved in craftwork or construction
9 You're involved in research or scientific study.
10 You're involved in a military or paramilitary organization.

Go To CURRENT OUTLOOK

GOOD WITH THE BAD (roll 1D10)

1 **Financial Loss or Debt:** Roll 1D10 x¥10,000. You've lost this much cash. If you can't pay it now, you have a debt to pay, in money or blood.
2 **Make a Powerful Connection:** A local power player (warlord, official, noble, whatever) befriends you. Gain one free Level 3 Favor (see PERKS).
3 **Mentor:** You gained a teacher or mentor in your life. This person has taught you one new skill up to a level of 1D6/2 (round up).
4 **Imprisonment:** You have been exiled, imprisoned or held hostage (your choice). Roll 1D10 x 1 year for length of imprisonment. A good place for a PSYCHOLOGICAL complication.
5 **Falsely Accused:** You were set up, and now face arrest or worse. A good place for an ENEMY complication.
6 **Windfall:** Your financial ship just came in. Roll 1D10 x ¥10,000 for amount in cash.
7 **Accident or Injury:** You were in some kind of terrible accident or maimed in some other way. A good place for a PHYSIOLOGICAL Complication.
8 **Hunted:** You incurred the wrath of a powerful person, family or group. A good place for an ENEMY complication.
9 **Mental or Physical Illness:** You were struck down by a severe PHYSIOLOGICAL illness or PSYCHOLOGICAL complication.
10 **Emotional Loss:** You lost someone you really cared about. 1-3; they were murdered. 4-7; they died by accident or illness. 8-10, they vanished, killed themselves or just up and left without any explanation.

Go Back To LIFE EVENTS

CURRENT OUTLOOK ON LIFE (roll 1D10 or choose)

1 I hate my life, but I can't change it.
2-4 My life is crazy and out of control.
4-5 I crave more adventure and thrills
6-7 I crave more romance and passion.
8 I crave more money and power.
9-10 Life is good!

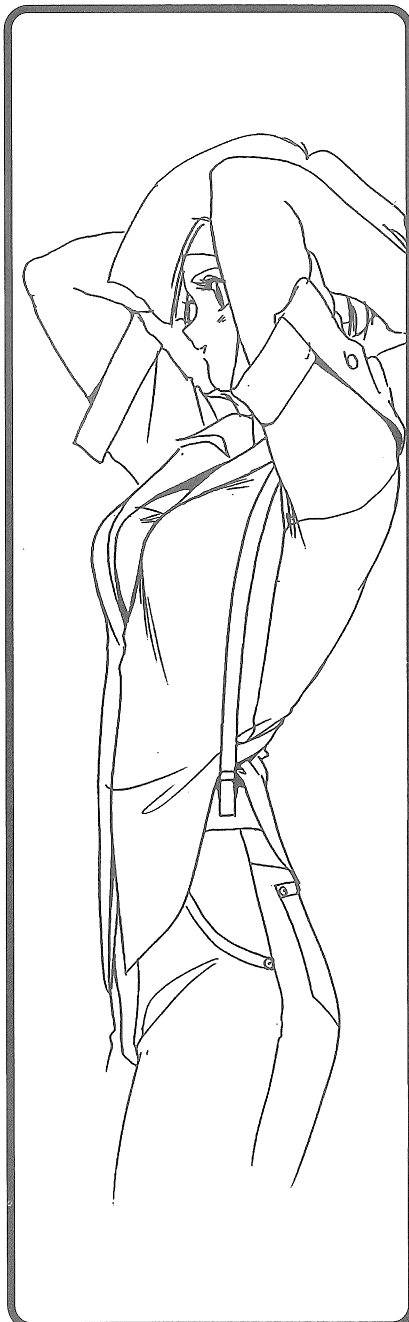
END LIFEPATH

LIFE EVENTS: START HERE

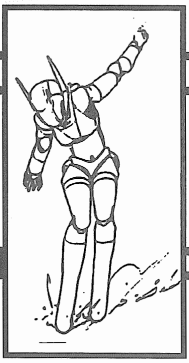
Roll 1D10+16 (or choose) to determine your age. For each year over 16, roll once on following chart and go to the appropriate table:

1-2 **Good with the Bad** (roll 1D10)
3-4 **Friends & Enemies** (roll 1D10)
5 **Love and War** (roll 1D10)
6 **Nothing Happened that Year.**

When you have completed all the years up to the present, **Go to CURRENT SITUATION** at the bottom of the page to see where you are now.



ABOUT STATS



Stats (also called *Characteristics)* are NUMBERS that describe your character's ability as compared to everyone else in the universe. All people and creatures can be described (or *written up*) using Stats; this lets you compare one person to another, which is often important in the game. For instance, a person with a Strength Stat of 5 is stronger than a person with a Strength Stat of 4, but not as strong as a person with a Strength Stat of 6.

1 WHAT THE STAT NUMBERS MEAN

Stats define the basic structure of a character, and the numbers show how good a Stat is relative to other people. But before we can go on to actually constructing that character, we'll need to know something about the type of character it will be. Is he an everyman who finds himself suddenly catapulted into a life of adventure? Is he a seasoned veteran who is trained to face danger without flinching? Is he an idealistic crimefighter granted strange superhuman abilities that have allowed him to fight against Evil? And what numbers best represent each type of character?

Here's a handy set of descriptions that can be applied to numbers for each Stat.

VALUE	LABEL	STAT	SKILL
0 or less	Challenged	Everyday tasks involving this Stat are difficult. This value is found in children, elderly people, or those weakened by illness or infirmity.	You don't know how to do this task at all.
1-2	Everyday	Ordinary people around the world are likely to have many Stats at this value. It's enough to get by on and to do most things (not unusual ones).	You've learned the basics of this task, and can do this thing most of the time, though not very well. You're an apprentice or a beginner.
3-4	Competent	You are competent at everyday tasks involving this Stat. Most healthy adult people have some Stats that fall into this range. This is the realm of everyday "heroes" such as policemen, firemen, paramedics, technicians, etc.	You are well trained and practiced in this skill, and can perform it well in everyday cicrumstances. You can handle unusual applications of the skill with some difficulty. You're considered a professional.
5-6	Exceptional	You are much better than ordinary. A born athlete, a top-notch scientist, an elite soldier might have one or more Stats in this range. This is the realm of professional mercenaries, soldiers, police and scientists.	You are a master of this skill, and are capable of unusual applications of the skill. You are considered a master craftsman.
7-8	Heroic	You are extremely capable in this area, among the very best in the world. An Olympic athlete, a Nobel-winning scientist, a 10th dan martial artist might have a Stat with this value. This is the realm of kung fu heroes, action movie cops and other not-quite-impossible people.	A skill at this level means you're one of the very best in the world. You are at ease with unusual applications of the skill, or even new applications. This is entering the realm of fiction, of amazing skill that's not quite impossible!
9-10	Legendary	This is a level that only a very few ever reach; it's simply the best that a human can possibly be in a Stat. You are one of the best that ever was This is the realm of super action movie heroes like Jackie Chan or geniuses like Albert Einstein.	A skill at this level puts you in the realm of the greatest practitioners of this skill in history. You are pushing forward the boundaries of the skill and what it can be used for, and have entered the realm of genius and of fiction.
More than 10	Superheroic	At this point, your Stat value means that you have crossed into the realm of the superhuman. Your capability in this area is unbelievable to normal humans. A Stat at this level is found in comic books, science fiction or mythology.	Skills at this level are better than anyone could believe in the real world. This realm belongs to comic books, science fiction, fantasy or mythology.

These value ranges may overlap some, particularly at the lower end of the range. Normal people often have values of 1 to 4, for instance. Usually 7 is the value where the real world stops and where fiction begins to take over. Note also that many characters will have Stats and Skills in a wide range of values. Even a superhero may have most Stats in the Competent to Exceptional range, with only a few Stats being Superheroic or Legendary. Characters in heroic campaigns may have one or two Stats in the Incredible range, and the rest Competent or Exceptional. Most characters have some abilities they perform better than others; it's rare to have someone with the same Stat values across the board.

2 PRIMARY vs FIGURED STATS

There are two kinds of Stats in Fuzion. *Primary Stats* are stats that are "bought", using a pool of points which we'll discuss below. A good example of a Primary Stat would be a character's BODY stat, used to judge how tough he is.

Figured Stats are stats which are created by applying a simple mathematical formula to a specific Stat. A good example of a Figured Stat would be a character's STUN, which is figured by multiplying his BODY by 5.

Both Primary and Figured Stats will vary from campaign to campaign, so for right now, we'll just discuss the basic method of buying stats in all cases.

3 STAT POINTS: The Power to Buy

The power to buy your Primary Stats comes from a pool of points called Stat Points (SP), given to you by the Referee when you make your character. But how do you determine that value? The best option is for the Referee to multiply the number of Primary Stats by the average value the Referee wants the characters to have; this will give you the starting Stat Points for the campaign. *Example: In a Fuzion campaign with 10 Primary Stats, the Referee wants to have Exceptional characters; he gives them (10 x 5 = 50) Points.*

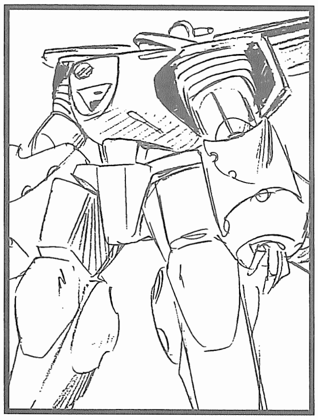
Referees should consider this simple guideline to determine the number of Stat Points to give beginning characters:

Campaign Style	Pts. per Stat
Competent (realistic style)	3 pts per Stat
Exceptional (semi-realistic, elite style.)	4 pts per Stat
Heroic (action TV show style)	5 pts per Stat
Legendary (action movie style)	6 pts per Stat
Superheroic (mythic, comic book style)	7 pts per Stat
Cosmic (cosmic, godlike style)	8 pts per Stat

4 BUYING YOUR STATS

Primary Stats are purchased at a ratio of 1 Stat Point [SP] for one level of ability in the Stat. *Example: I want to have a Strength of 5. I pay 5 SP.* You must put at least one Stat Point in each Stat; the maximum amount you can put in any one Stat is normally 7-8 for any normal human; however, if you are creating a Superhuman (or your Referee allows it), you can put as many points into a single stat as you want.. The Referee may also set his *own* limits on the value of any or all Stats.

ABOUT STATS



5 STRENGTH

One thing that doesn't fall into the realm of the everyday in Fuzion are feats of strength. This is one of those places where reality must compromise a little with fiction, since many Fuzion settings allow you to deal with superheroes (or women in Hardsuits) as well as more realistically normal humans.

For most characters you can simply use one Strength scale to determine one's might. But how do you explain the abilities of most superheroes? How can a well built (but not exceptionally so) hero,—or a shapely fashion model with a thong and no visible muscles at all—lift a battleship and throw it a mile? Even if a human *could* lift a battleship, the distribution of weight around him would either (a) drive him into the ground like a nail; (b) punch a man-sized hole through the hull of the battleship, or (c) break the battleship in half. After all, what's holding up the parts of the battleship where our hero's hand's aren't?

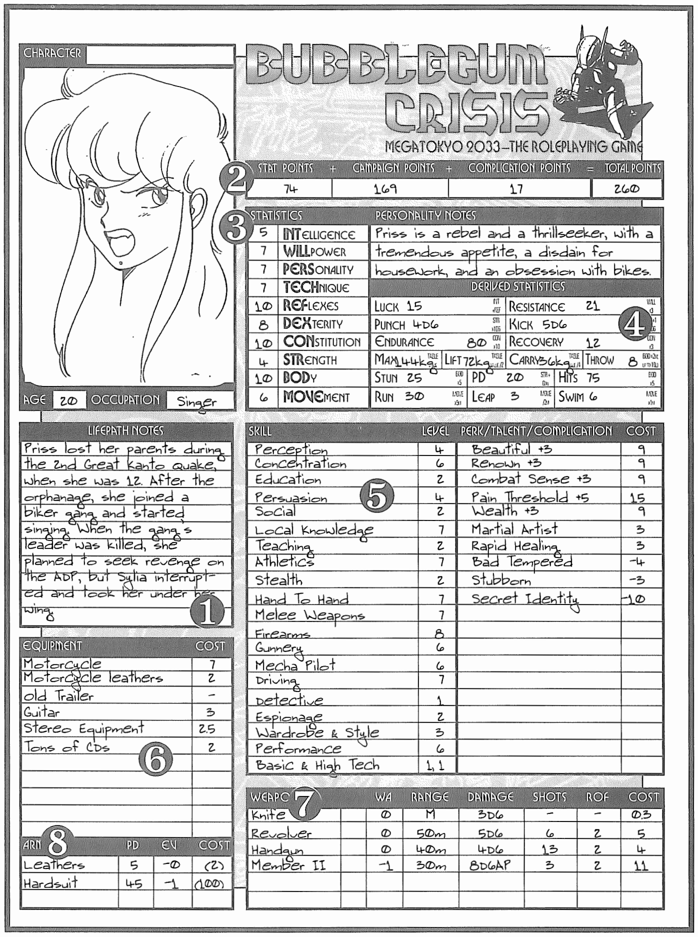
It's pretty obvious that "entertainment" physics isn't like regular physics. That's why the Strength table (below) starts going up faster once you get into Legendary territory. That way, characters with incredible Strength can lift the amazing tonnages that they do in comic books and manga; even though reality doesn't support this concept (or them).

The Strength table below is for **deadlifting** the weight to waist (or dragging it). **Pressing it overhead** would be **half** of this, **carrying, pushing or throwing** it would be **one fourth** of the listed weight.

STR	Lift in Kilograms	Lift in Pounds	Example
0	36 kg	72 lbs	Small Child
1	50 kg	110 lbs	Child
2	72 kg	158 lbs	Adult female
3	100 kg	220 lbs	Adult male
4	144 kg	317 lbs	
5	200 kg	440 lbs	Lion
6	288 kg	634 lbs	Motorcycle
7	400 kg	880 lbs	
8	575 kg	1,265 lbs	Small Car
9	1.15 tons	1.265 tons	Large car
10	2.5 tons	2.75 tons	Small Semi-truck
11	5 tons	5.5 tons	Light Tank
12	10 tons	11 tons	Small Jet
13	20 tons	22 tons	Battle Tank, Whale
14	40 tons	44 tons	Large jet
15	80 tons	88 tons	
16	160 tons	176 tons	Small Freighter
17	320 tons	352 tons	
18	640 tons	704 tons	Destroyer
19	1.25 kilotons	1.375 kilotons	
20	2.5 kilotons	2.75 kilotons	
21	5 kilotons	5.5 kilotons	
22	10 kilotons	11 kilotons	Building
23	20 kilotons	22 kilotons	Loaded Train
24	40 kilotons	44 kilotons	
25	80 kilotons	88 kilotons	
26	160 kilotons	176 kilotons	
27	320 kilotons	352 kilotons	
28	640 kilotons	704 kilotons	Battleship
29	1.25 megatons	1.375 megatons	Nuclear Submarine
30	2.5 megatons	2.75 megatons	Aircraft Carrier
31	5 megatons	5.5 megatons	
32	10 megatons	11 megatons	
33	20 megatons	22 megatons	
34	40 megatons	44 megatons	Mount Everest

Pushing

The Referee may allow characters to exert extra effort in emergencies; this ***pushing*** allows the characters to increase their STR up to a **maximum of two additional points**. Pushing costs 5 points of END per phase for every extra level of STR you are calling upon; when you run out of END, you burn STUN instead, until you pass out. The Referee may even allow greater pushes (over 2 extra STR) in extraordinary circumstances, by requiring a successful WILL + Concentration roll be made at the time.



BUBBLEGUM CRISIS
MEGATOKYO 2033—THE ROLEPLAYING GAME

CHARACTER
AGE 20 OCCUPATION Singer

②

STAT POINTS +	CAMPAIGN POINTS +	COMPLICATION POINTS =	TOTAL POINTS
74	169	17	260

③ STATISTICS

5	INTELLIGENCE
7	WILLPOWER
7	PERSONALITY
7	TECHNIQUE
10	REFLEXES
8	DEXTERITY
10	CONSTITUTION
4	STRENGTH
10	BODY
6	MOVEMENT

PERSONALITY NOTES

Priss is a rebel and a thrillseeker, with a tremendous appetite, a disdain for housework, and an obsession with bikes.

④ DERIVED STATISTICS

LUCK 15	RESISTANCE 21		
PUNCH 4D6	KICK 5D6		
ENDURANCE 80	RECOVERY 12		
MAX 144kg	LIFT 72kg	CARRY 36kg	THROW 8
STUN 25	PD 20	HITS 75	
RUN 30	LEAP 3	SWIM 6	

① LIFEPATH NOTES

Priss lost her parents during the 2nd Great Kanto quake, when she was 12. After the orphanage, she joined a biker gang and started singing. When the gang's leader was killed, she planned to seek revenge on the ADP, but Sylia interrupted and took her under her wing.

⑤

SKILL	LEVEL	PERK/TALENT/COMPLICATION	COST
Perception	4	Beautiful +3	9
Concentration	6	Renown +3	9
Education	2	Combat Sense +3	9
Persuasion	4	Pain Threshold +5	15
Social	2	Wealth +3	9
Local Knowledge	7	Martial Artist	3
Teaching	2	Rapid Healing	3
Athletics	7	Bad Tempered	-4
Stealth	2	Stubborn	-3
Hand To Hand	7	Secret Identity	-10
Melee Weapons	7		
Firearms	8		
Gunnery	6		
Mecha Pilot	6		
Driving	7		
Detective	1		
Espionage	2		
Wardrobe & Style	3		
Performance	6		
Basic & High Tech	1, 1		

⑥

EQUIPMENT	COST
Motorcycle	7
Motorcycle leathers	2
old Trailer	-
Guitar	3
Stereo Equipment	2.5
Tons of CDs	2

⑦

WEAPO	WA	RANGE	DAMAGE	SHOTS	ROF	COST
Knife	0	M	3D6	-	-	0.3
Revolver	0	50m	5D6	6	2	5
Handgun	0	40m	4D6	13	2	4
Member II	-1	30m	8D6AP	3	2	11

⑧

ARM	PD	EV	COST
Leathers	5	-0	(2)
Hardsuit	45	-1	(100)

THE CHARACTER SHEET INDEX

① This is where you *start* the character, by creating a background and history called a **LIFEPATH**. Using LIFEPATH, you decide the important events and people who shaped your character's worldview. Lifepath can be found on.......... **page 22**

② This is where you list the "cash" you needed to "buy" your character's abilities: **STAT** points, **CAMPAIGN** points and **COMPLICATIONS**. These are discussed throughout this rulebook, but start on .... **pages 24, 28**

③ This is where you write your **STATISTICS**; information that describes how good your character is at what he does. You can find this information on .... **pages 26**

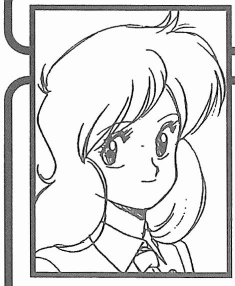
④ This is where you write your **DERIVED STATS**; information calculated from your Stats through simple formulas. Find this information on .... **page 27**

⑤ This is where you write your **SKILLS, PERKS** and **TALENTS**; things you "buy" to make your character a uniquely skilled individual .... **page 29**

⑥ This is where you write your **EQUIPMENT**—things you'll buy for adventuring or accomplishing tasks You'll find all of these (and their costs) on .... **pages 140-2**

⑦ ⑧ This is where you write your **WEAPONS & ARMOR**, which you'll buy to protect yourself and fight back against danger. You'll find these on........................... **page 141-2**

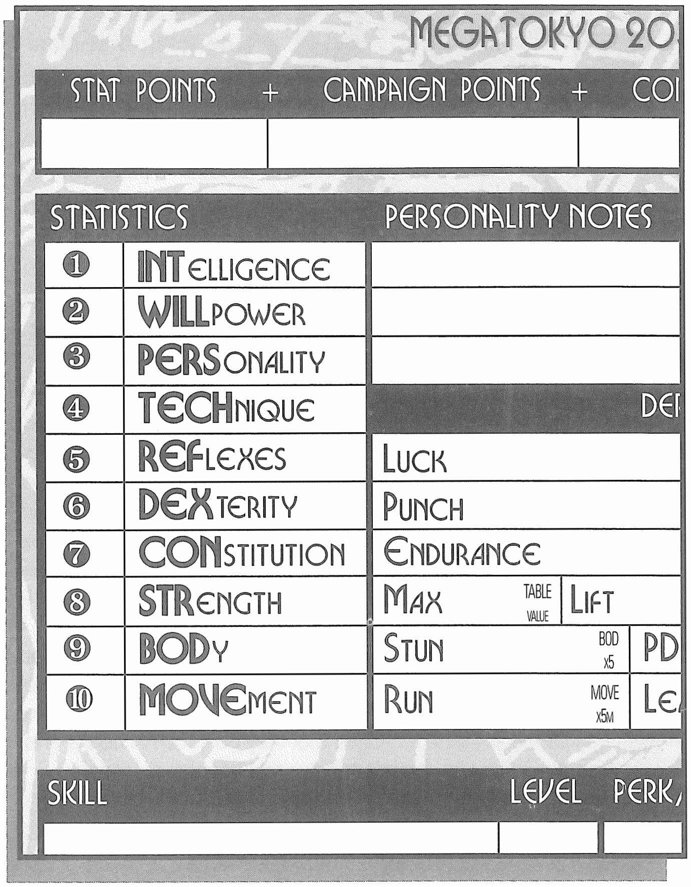
PRIMARY STATS



BUILDING FUZION CHARACTERS

Fuzion's comprehensive structure allows you to build a character with lots of depth and fine tuning, as well as giving players the ability to add or remove Stats as a particular campaign demands. In addition, Fuzion also allows players to create Derived Stats on the fly, even if their original Stats remain unchanged.

In *Bubblegum Crisis*, characters have 10 Primary and 8 Derived Stats; these are:



MEGATOKYO 20

STAT POINTS +	CAMPAIGN POINTS +	CO

STATISTICS		PERSONALITY NOTES	
①	INTELLIGENCE		
②	WILLPOWER		
③	PERSONALITY		
④	TECHNIQUE	DE	
⑤	REFLEXES	LUCK	
⑥	DEXTERITY	PUNCH	
⑦	CONSTITUTION	ENDURANCE	
⑧	STRENGTH	MAX TABLE VALUE	LIFT
⑨	BODY	STUN BOD x5	PD
⑩	MOVEMENT	RUN MOVE x5M	LE

SKILL	LEVEL	PERK

Mental Group

❶ **Intelligence (INT):** How generally bright you are. As a rule, this is more than sheer intelligence, but also cleverness, awareness, perception and ability to learn; mental deficiencies don't become apparent until you hit 1 or lower.

❷ **Willpower (WILL):** Your determination and ability to face danger and/or stress. This Stat represents your courage and cool.

❸ **Personality (PERS):** Your ability to impress and influence people through your character and charisma; how well you get along with others; how you interact in social situations.

Combat Group

❹ **Technique (TECH):** Your ability to manipulate tools or instruments. This is not the same as reflexes, inasmuch as this covers the knack of using tools. One character might have a high Technique, but might not be able to fence or juggle. On the other hand, another might have high Reflexes, but only a fair level of Technique.

❺ **Reflexes (REF):** Your response time and coordination, as used in aiming, throwing, juggling. A stage magician, for example, would have a high Reflex Stat. Most importantly, this is the Stat that shows your chance to hit things.

❻ **Dexterity (DEX):** Your overall physical competence, as pertains to balancing, leaping, jumping, combat and other athletic activities. A gymnast would have a high Dexterity. Most importantly, this Stat is used to avoid being hit.

Physical Group

❼ **Constitution (CON):** How healthy you are. How resistant to shock effects, poisons and disease. You can be a really big, tough, strong guy and still get floored by a head cold!

❽ **Strength (STR):** Your muscle mass and how effective it is for exerting force. The higher your strength, the more you can lift, drag, etc., and the more powerful the blows from your fists and other body parts.

❾ **Body Type (BODY):** Your size, toughness, and ability to stay alive and conscious due to physical mass and structure or other qualities. How much damage you can take is derived from this.

Movement Group

❿ **Movement (MOVE):** Your speed of movement; running, leaping, swimming, etc. There is only one Stat in this group.

1

CREATING A CHARACTER

To create a Total Fuzion character , you'll need some STAT POINTS, as described in pg. 26 [sec.3] Primary Stats are purchased at a ratio of 1 Stat Point [SP] for one level of ability in the Stat. You must put at least one Stat Point in each Stat; in *Bubblegum Crisis*, the maximum amount you can put in any one Stat is 10 for humans; however, if you are creating a Boomer or other superhuman (or your Referee allows it), you can put as many points into a single stat as you want.

2

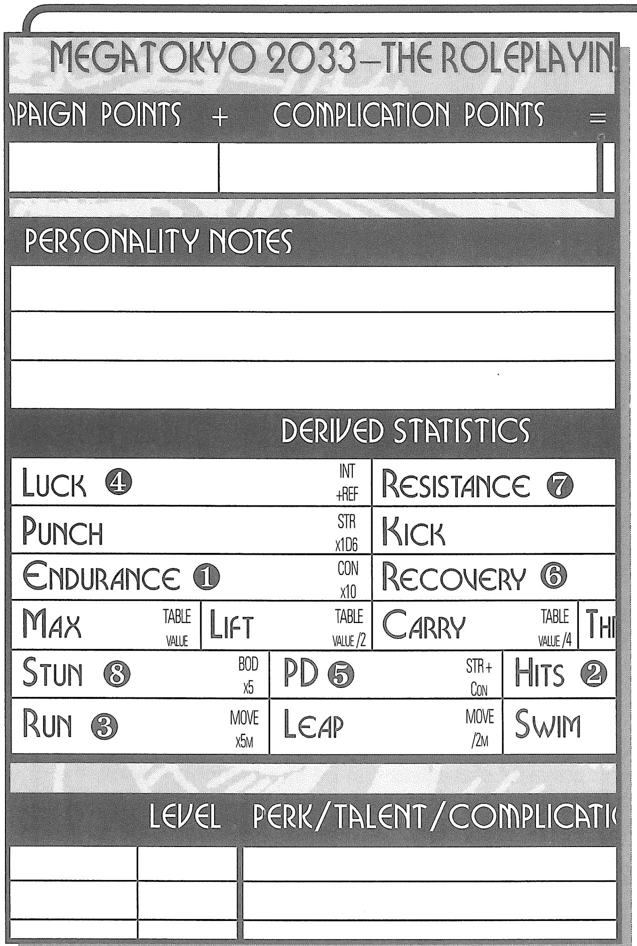
Option: Stat Bonuses/Penalties

Bonuses are a simple way of establishing overall baselines that will affect everyone in a campaign. For example, if certain players are roleplaying a species of alien that is typically stronger than humans, a bonus of 1-4 points to their Strength would be appropriate. If the species is weaker than humans, a penalty of a few points might also work well. Bonuses are always a Referee option, and should be applied after the character has been created. *Example: As Referee, I decide that three of my players will be playing the Karzan, a powerful feline race of aliens. After all the characters have been created, I give the Karzan players a +3 bonus to Strength. Characters with fives now become eights, making them far stronger than any normal human. By contrast, I decide the Zark, a tiny lemur like race, are far weaker than humans. I give them a -5 penalty. A 5 Strength character is now reduced to 0.*

3

ADDING NEW STATS

New Primary Stats can be easily added in Total Fuzion. Simply assign them to a Stat Group so that they can be grouped or split just like any other Primary Stat. *Example: A Referee decides he wants a **Spirit** Stat for his fantasy campaign. He assigns it to the Mental Group.*



MEGATOKYO 2033–THE ROLEPLAYIN

PAIGN POINTS + COMPLICATION POINTS =

PERSONALITY NOTES

DERIVED STATISTICS

LUCK ④	INT +REF	RESISTANCE ⑦	
PUNCH	STR x1D6	KICK	
ENDURANCE ①	CON x10	RECOVERY ⑥	

MAX	TABLE VALUE	LIFT	TABLE VALUE /2	CARRY	TABLE VALUE /4	THI
STUN ⑧	BOD x5	PD ⑤	STR+ CON	HITS ②		
RUN ③	MOVE x5M	LEAP	MOVE /2M	SWIM		

LEVEL		PERK/TALENT/COMPLICATI

4 DERIVED STATS

Derived Stats are things common to all Fuzion campaigns. The most typical Derived Stats are:

① Endurance (END) [CONx10]: This Stat represents how long the character can expend energy, whether in physical endurance or in the use of a special ability (like a superpower or talent). It is spent in the same way as Hits or Stun points. When it runs out, you are exhausted and cannot do anything more except rest and recover. Generally, 1 die of effect, 1 minute or hour of time (or 1 point of "power" used) spends 1 END point. END returns whenever you take a Recover Action (pg.41), which restores as much END as your REC (see below).

② Hits [BODY x 5]: How much killing damage you can take before you are dying. See below for how to allocate Hits and Stun respectively. Any Armor you may have is subtracted from any Stun damage you take.

③ Run (MOVE x3m), Leap [MOVE/2m], Swim [MOVEx1m]: How fast the character runs and swims and how far he can leap from a standing start.

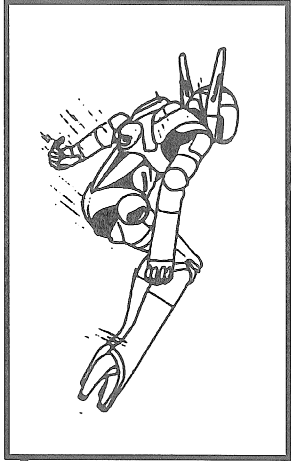
④ Luck [INT+REF]: Fate acting on your behalf. Each game session you may take points from this Derived Stat and use them in other places; to add to important die rolls or subtract from damage. When you have used up all of these points, they are gone until the next game session. You've "run out of Luck."

⑤ Physical Defense (aka **PD**) **[CON x 2]:** How resistant you are to Stun damage; your PD is subtracted from any Stun damage you take.

⑥ Recovery (REC) [STR+CON]: This Stat determines how fast the character recovers from damage. You get back this many Stun points each turn when you rest, and this many HITS back for each day of medical attention.

⑦ Resistance (RES) [WILL x3]: This Stat shows the character's resistance to being knocked out, and their ability to resist seduction, intimidation and other Persuasion rolls. Also, if the character takes more Hits than his Resistance in a single blow, the character is rendered unconscious.

⑧ Stun [BODY x 5]: How much stunning/brawling damage you can take before you are battered into unconsciousness, calculated as points. **Important Note:** While your Stun and Hits have the same value to start with, you can change this by moving points from one into the other when you are creating the character (NOT afterward!). The amount you can move is limited to one-half the starting Stun value. *Example: Your character has a BODY Stat of 7; this gives you 35 Hits and 35 Stun. (You can't move more than 17 points from Stun to Hits or vice-versa.) You decide your character should have more Hits than Stun, so you move 5 points from Stun into Hits. Your hero has 40 Hits and 30 Stun.*



5 OPTIONAL DERIVED STATS

Optional Derived Stats are Stats that vary from Fuzion game to game. In an Old West campaign, for example, you may not ever need to have a Derived Stat for Energy Defense against lasers. But because these are derived from Primary Stats, you can always generate an Optional Derived Stat when you need one, allowing you to transfer characters between genres. Although these will vary from campaign to campaign, a few typical Optional Derived Stats are:

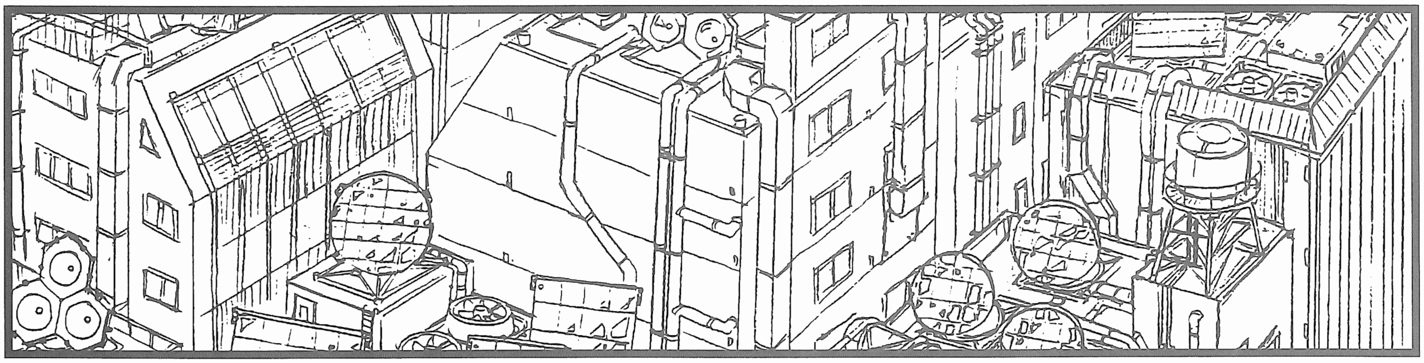
Energy Defense (ED) [CONx2]: How resistant you are to damage from lasers, electricity, force beams and other non-kinetic threats. Calculated as points that are subtracted from "energy" damage only. Just as for Hits and Stun, PD and ED are derived from the same Primary Stat, so they start with the same value. You can change this by moving points from one into the other when you are creating the character (NOT afterward!). The amount you can move is limited to one-half the starting value. *Example: Your character has a CON Stat of 6; this gives you 12 PD and 12 ED. (You could not move more than 6 points of PD into ED, or vice-versa.) You decide your character should have more PD than ED, so you move 3 points from ED into PD. Your hero has 15 PD and 9 ED.*

Humanity (HUM) [EMPx10]: Your basic morality and humanity. Used often in games where the character faces dehumanization, extreme horror or the unearthly. This Derived Stat loses points by receiving "humanity" damage; seeing horrible events, removing body parts and replacing them with other objects, gaining unearthly powers that separate him from the rest of mankind, etc. For every 10 points lost from this Derived Stat, a corresponding one point is lost from your Personality Stat; when it is reduced to 0, the character becomes technically insane and his actions are taken over by the Referee to reflect this.

6 Increasing or Decreasing Derived Stats

Derived Stats may not be increased or decreased directly. However, certain Talents or Powers that may or may not be available in your campaign setting may allow you to increase a Derived Stat, either temporarily or permanently. Certain Complications may also decrease a Derived Stat. See the Referee of your campaign for a list of available Powers, Talents, or Complications.

CAMPAIGN OPTIONS



1 CAMPAIGN OPTIONS

In any campaign, characters will need to get the basic Skills, Talents & Perks and Equipment with which to fight, protect themselves and generally adventure. These CAMPAIGN OPTIONS are usually specific to a style or genre of game; what works in a science fiction adventure from the far future would be mind-bendingly out of place in a medieval fantasy setting. The precise list of campaign options available in a particular campaign will always vary according to each Referee's decisions. But as a general rule, they all break down into Skills, Talents & Perks, and Equipment; all of which are purchased using Campaign Points. (Note: Equipment for BGC is listed on pages 140-142.)

2 CAMPAIGN POINTS

When starting a new character; everything he/she owns or knows is purchased with Campaign points. Why is this? The main reason is that it allows players to accurately scale characters; everything costs Campaign Points, and you know what you're getting in relation to something else. This also makes it harder for players to create characters who are unfair or unbalanced in relationship to other characters; as long as you have similar levels of Campaign Points, you know that any two characters will be relatively similar in terms of what they have, know or can do. Campaign Points are given to Players by the Referee at the start of character creation.

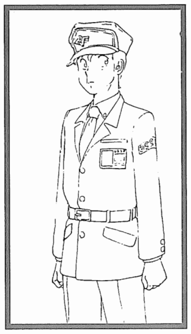
The following point values are merely guidelines based on the style of the campaign. Individual campaigns may have very different numbers.

Campaign Style	Points
Competent (realistic style)	20
Exceptional (semi-realistic, elite style)	30
Heroic (action TV show style)	40
Legendary (action movie style)	50
Superheroic (mythic, comic book style)	60
Cosmic (cosmic, godlike style)	70

After character creation, remaining Campaign Points automatically revert to money units (in this case, 10,000 yen [¥] per CP), whether gold, credits or eurobucks). Possessions originally purchased with Campaign Points which are damaged or destroyed must be replaced by using money.

3 Interchanging Campaign Points for Stat Points

Campaign points are not normally interchangeable with Stat Points (which are used only to buy Stats) However, in certain situatuations (such as superheroic games or where a character has undergone some sweeping or fundamental change), you can use Campaign Points to raise a Stat at a ratio of five Campaign points to one Stat Point. All Stat improvements must be granted by the Referee of the particular game you are in.



4 OPTIONAL: THE RULE OF X

This is a very important option for Referees who want more control over their campaign's growth. The Rule of X is a simple way to set the overall power of the campaign, and to keep it at that level.

Simply, the Rule of X limits how powerful characters can be in a campaign. (Well, the Referee can of course break this rule for the Non-Player Characters, but the players must stick to it.) Here's how it works.

For Offense: Your largest physical attack added to your Reflex plus your Skill in that attack cannot be greater than X. This is limited to attacks generated by the character personally (such as in Powers or body attacks). In a campaign where the characters use weapons, there is no attack limit, because there's no cosmic force stopping you from picking up a bigger gun.

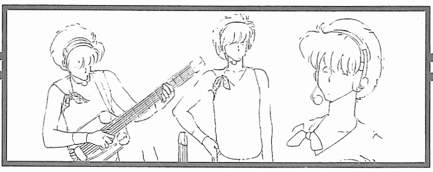
For Defense: Your Hits divided by 5, added to your Dexterity plus your applicable defensive Skill cannot be greater than X.

The value of X depends on the power level you want for the campaign. For instance, a superhero campaign might start with The Rule of 20. A character with a STR of 12, and a Reflex of 6, could have no more than a Skill of 2 with his hand-to-hand attacks (12 + 6 + 2 = 20). A martial artist with 40 Hits and a Dexterity of 7 could have no more than a 5 Skill with his martial attacks ([40/5] + 7 + 5 = 20). Some suggested values for the Rule of X are:

Campaign Style	Rule of X
Competent (realistic style)	14
Exceptional (semi-realistic, elite style)	16
Heroic (action TV show style)	18
Legendary (action movie style)	20
Superheroic (mythic, comic book style)	22
Cosmic (cosmic, godlike style)	24

The Rule of X can be changed during the course of a campaign to let characters become more powerful, if the Referee so desires.

SKILLS & EXPERIENCE



The first thing most characters will want to buy with their Campaign Points are Skills. Skills are things the character knows or can do; they represent his or her level of knowledge and accomplishment. Skills are normally rated from one to ten, and are used in game play by adding the level of the Skill to the level of the most applicable Stat the skill is related to.

The good news is, every character gets a **free** starting group of skills to begin with, so that he won't be totally helpless in his new environment: **Everyman Skills.**

1 EVERYMAN SKILLS

Everyman skills are things generally known by everyone in all specific cultures or time periods: Perception, Concentration, Education, Persuasion, Social, Athletics, Teacher, and Local Knowledge of your area. These are given free to all characters by the Referee, and have an automatic starting level of 2; about what the average person would know about his world. Each can be improved by adding Skill levels on an individual basis. An individual Referee may wish to add or remove skills from the Everyman category to suit his particular game; in a far future setting, for example, everyone may use computers, but only special people may have any athletic skills. The Everyman skill category thus gives you the flexibility to tailor the level of your culture as desired.

2 GENERAL SKILLS

Unlike Everyman Skills, **General Skills** are purchased at the cost of **one** Campaign Point for **every level** of skill; for example, to have 4 levels in Firearms would cost 4 CP.

Buying a skill generally gets you the ability to do everything described by that skill. However, if the skill requires that you specify how it will be used (for example, picking what *kind* of Scientist (Physicist, Chemist, etc.) you intend to be, you'll need to take additional "specializations" of that skill to be able to use it in other ways (for example, Scientist [Physicist] and Scientist [Chemist].

The list of possible skills one could encounter in a Fuzion game is as wide as the possible campaign settings. What's compiled here are typical skills applicable to many settings and genres. Feel free to use these as a guideline for your adventures.

GENERAL SKILLS	EXPLANATION
Animal Handling	The skills of animal handling, animal care and riding as applicable.
Autofire Weapons	Use of machineguns, full-autofire weapons and attacks, etc.
Archery	The skills of using a muscle-drawn projectile weapon, including bows, slingshots, jai-lis, etc.
Artisan	The ability to make beautiful or useful objects. Must specify painting, drawing, sculpture, jewelry, etc. Includes artistic aesthetics as well.
Athletics	Basic Athletics skills; dodging, escaping, climbing, throwing, gymnastics, swimming.
Building	Knowledge of constructing buildings, bases, tunnels, bridges, etc. Includes ability to design such structures and skills to direct teams or construct (where feasible) the structures by yourself.
Business	Knowledge of basic business practices, laws of supply and demand, employee management, accounting, procurement, sales, marketing.
Computers	Knowledge of using computers and computer programs in most everyday applications, as well as general knowledge of system architecture.
Concentration	The abilities of focus and mental control. This would encompass feats of memory and recall, superpower and/or talent control, and physiological control.
Demolitions	Skills of using, setting and handling explosives.
Detective	Knowledge of criminal behavior, basic criminal law and deduction.
Domestic	Skills at cooking, cleaning, washing, maintaining a household.
Driving	Driving cars, motorcycles, light trucks, powerboats, jetcars, fan cars and other small personal vehicles.
Education	General knowledge, such as math, history, science, trivia, and current events.
Electronic Warfare	Knowledge of military electronics and tactics for using—and defeating—ECM, ECCM and advanced sensor systems like radar and magnetometers.
Espionage	The skill of evesdropping, setting up and defeating security systems, and covert information gathering.
Expert	Any one field of knowledge; navigation, stamps, gardening, or whatever; aka a hobby.
Firearms	Firing semi-automatic handguns, revolvers, rifles, shotguns and crossbows.
Forgery	The ability to create false documents, identification, currency.
Gambling	Being good with cards, dice, roulette and odds in general.
Gimmick	Must specify gimmick, such as contortionist, sleight of hand mimicry, or ventriloquism.
Gunnery	Firing vehicle mounted weapons, mecha weapons, ship mounted weapons and artillery.
Hacking	Skills of electronic intrusion into computer systems, including illegal entry, and virus code writing.
Hand to Hand	Basic street fighting, with bits of all kinds of techniques mixed in. Adding the *Martial Artist* Talent (page 32) allows the character to use Martial Arts Actions like *Martial Throw* and *Martial Strike.*
Heavy Machinery	Ability to drive large trucks, tanks, tractors, etc.
Heavy Weapons:	Use of military weapons such as RPGS, mortars, rockets, hand held missiles. etc.
Languages	Must specify one language group (or dialect, computer code, type of sign language, hand signals or lip reading). Must specify primary language (chart) ➡ in the family, all others in that group are at 1/2 of primary.
Law	Knowledge of the local laws and/or customs, including court procedures, legal statutes and their penalties and exceptions (more for lawyers & judges).
Leadership	Skills of command, oration and tactics as appropriate (e.g. business, naval, small unit, politics, etc.).
Local Knowledge	Knowledge of the area you normally live in; who's who, where things are, general customs, schedules and peculiarities of the environment.
Mechapilot	Piloting giant robots, battlesuits; any mecha (including mecha melee combat).
Melee Weapons	Using knives, clubs, axes, machetes & hacking-type weapons.
Navigation	Knowing how to take sightings, use maps and charts, plot courses, work from wind, weather and other guides. In appropriate setting, can be applied to space navigation instead.

Some (loose) Language Families

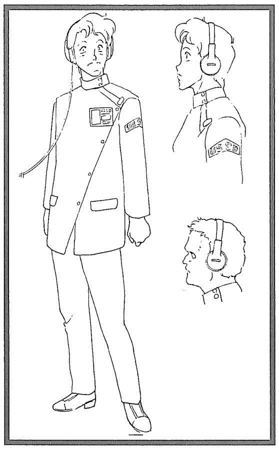
Latin-based: French, Spanish, Italian, Portugese
Chinese: Mandarin, Cantonese, Burmese, Thai
North Asian: Japanese, Korean
South Asian: Thai, Burmese
Slavic: Russian, Polish, Czech
Germanic: German, Dutch,English, Afrikaans, Yiddish, Swiss
Scandanavian: Danish, Norwegian, Swedish.
Mid-Eastern: Arabic, Persian. Hebrew, Berber.
Computer: BASIC, C++, Fortran, Cobol.

SKILLS & EXPERIENCE

GENERAL SKILLS	**EXPLANATION**
PERCEPTION	The skill of observation, perception and spotting hidden things (like clues), detecting lies and emotions.
PERFORMANCE	Singing, playing instruments, performing on stage, acting, performance art and posing, including the use of props, costumes and/or makeup to facilitate that performance. Must specify instruments used.
PERSUASION	Getting people to do what you want them to with bribes, wheedling, lies, fast talk, threats, intimidation, dealmaking, trading or sexual suggestion, etc.
PHOTOGRAPHY	Shooting professional-looking pictures and films. Includes still cameras, video, 35mm and 16mm or other "film" media.
PHYSICIAN	Diagnosing, administering drugs, simple wound tending, and bedside manner. Must specify one area of specialization (General, Surgeon, Pathologist, Cardiologist, etc.)
PILOTING	Flying prop aircraft, civilian jets, aircraft-like spacecraft; basically anything that banks, turns and flies with a stick/rudder combination.
PILOT (SPECIALIZED)	Flying special types of aircraft, such as helicopters, military jets, blimps, etc. Must specify each type.
RESEARCH	Skills in using libraries, databases, records, as well as uncovering information from obscure or uncommon sources.
SCIENTIST	Knowledge of lab techniques, how to design experiments, how to write scientific papers, test hypotheses. Must specify your major area of study (Anthropology, Biology, Physics, Chemistry, etc).
SHIPHANDLING	Ability to pilot watercraft such as sailing ships, freighters, warships etc (specify). In appropriate setting, can be applied to non-fighter type spacecraft, such as spacecruisers or starships (must specify).
SOCIAL	Knowing and skillfully using the appropriate mores of a culture, including proper conversation, social graces and rules. The setting (which must be specified) could be anything from proper etiquette in a 16th century Shogunate Court, to dining at the Ritz, to the proper way to greet your goboys on the Street.
STEALTH	The skills of hiding, shadowing, avoiding pursuit and/or notice.
SURVIVAL	The skills of orienting yourself and finding food, shelter and protection in a particularly adverse environment. The environment (which must be specified) could be anything from the wilderness, to inner city New York, to the Martian deserts.
TEACHING	The ability to impart information or skills to others. Can be used to train animals as well as teaching humans. Average this skill with the Skill being taught; this is the level to which students can be raised.
TECHNICAL	The skills of mechanic, laboratory technician, electrician or engineer, including knowledge of how to use any and all equipment relating to that particular technical area.Must specify area of expertise (Basic Tech, High Tech, Military Tech, Supersci-ence, Aeronautical Tech, Pharmaceuticals).
WARDROBE & STYLE	A grasp of fashion, wardrobe and personal grooming.
WRITING	Composing salable songs, novels, poems, speeches and documents.

8 EXPERIENCE: IMPROVING YOUR SKILLS

Sooner or later, you will want to improve your skills from the levels at which you purchased them at. There are three ways in which to do this:



Study & Practice

You get a how-to book and start reading/practicing. Study is the hardest method, you have no idea of where to begin and no one to correct your mistakes. In general, it takes about 1 month of study to gain 1 point. The biggest limit to this method is that you can only improve your skill to a level of +3.

Being Taught

Superior to book learning. The teacher must have a higher level of skill than the student and must have the time to teach (how long this takes is up to the Referee). But even the most knowledgeable teachers may not be any good at transferring their knowledge; that's where the skill of *Teaching* comes in. The teacher averages his skill in the subject to be taught with his Teaching skill; he may then teach the student up to that level of skill. How long this takes is up to the Referee, who can award points over the passage of time (usually about 1-2 points per month).

Experience

Still the best teacher. Whenever you do something really well, the Referee may award you with 1-2 Campaign Points right on the spot. The problem is that these points are applied to the skill you were using to get the award. Therefore, if you want to get better in a skill you should use it very chance you get.

Another way to improve Stats, Skills and other Campaign Options comes into play AFTER character creation; winning Campaign Points through adventuring with the character. There are two major ways to gain these points:

ROLEPLAYING: While it isn't exactly part of the game reality, Referees should always reward their players for how well they play the character; after all, that's why we're doing this. Here are a few suggestions:

ROLEPLAYING	AWARD
Player was clever, inventive, or roleplayed well	1, 2 pts
Player solved a mystery or major point of plot	1 pt
Adventure was resounding succcess	2,3 pts
Base points for being in scenario	1, 2 pts

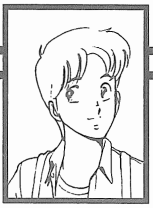
ASSIGNING POINTS: The Referee can also give out points for specific skills or attributes, or even assign those points to a particular Skill, Power or Perk as a bonus over and above the regular points for a session. We like to call this the "Radiation Accident Gives Player New Powers Rule," because it is best employed whenever a player undergoes a particularly meaningful adventure that may well change his life.

Important: Converting Campaign Points

So the Referee just dumped a whole load of points on you—great! But how do you use them? Much like real currency, all Campaign Points need to be converted to buy or improve Skills, Powers and Gear (even Stats with your Referee's agreement). Campaign Points can even be converted to money, if the Referee permits.

- To Convert Points to improve Stats: Divide Points by 5.
- To Convert Points to Money: Multiply Points by 100 (in *Bubblegum Crisis*, this is 10,000¥ to one CP.).

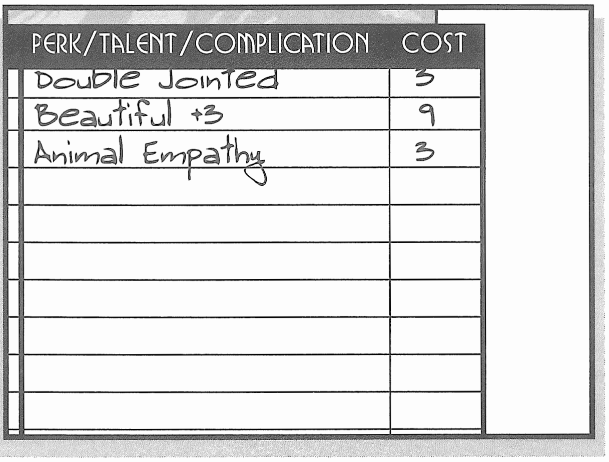
TALENTS



TALENTS

Talents are an innate ability, (but not necessarily superhuman) that cannot be learned or taught, such as a bump of direction or the ability to see in the dark. The list of Talents below is a general one; which ones are available depends on each Referee's decisions about the campaign setting. Each one of these Talents costs 3 points each; if extra levels can be taken, each additional level costs another 3CP.

Talent Name	Description
Ambidexterity:	You can use tools and weapons with either hand at no penalty (normally -3 for using off-hand).
Animal Empathy:	Animals like you; they will never harm or attack you unless severely provoked. You always seem to attract whatever animals are common to the area, and they will immediately gravitate to your side, although they may not necessarily do what you ask them to.
Blind Reaction:	You can counterattack (in hand to hand only) with no negative modifiers for darkness or being obscured (-4), even if you can't see or hear your opponent.
Common Sense:	You always look before you leap; the Referee must give you warning whenever you are about to do something particularly foolish, even if there are no perceptable clues present. He does not have to specify the danger, just that "this might not be a smart idea..."
Direction Sense:	You are never lost; always know where North is and can orient yourself easily without any external cues.
Double Jointed:	You can bend your limbs and joints in impossible ways. You can fit into any space equal to half your height and width and it is impossible to tie you up or entangle you with a single rope; you can only be restrained using restraints like cuffs, shackles or nets.
Eidetic Memory:	You never forget anything you have read, seen, heard, smelled or touched.
Immunity:	You are immune to the effects of one specific poison or disease group (must specify).
Intuition:	You have an uncanny feel for hunches; the Referee will give you a chance to make a *Perception* roll whenever he thinks you might get a hunch, even if there are no perceptible clues present.
Lightning Calculator:	You can automatically do complex mathematical operations in your head without using any aids.
Light Sleeper:	You wake instantly from even the lightest touch or smallest sound (no *Perception* check required).
Longevity:	You are extremely long lived, but do not show any appreciable signs of aging. No matter how old you are, you always look and feel as a person half your age.
Martial Artist:	You have had training in a specialized Martial Art, allowing you to use Martial Arts techniques like *Martial Throw* and *Martial Strike*, as well as build a Martial Arts style of combat with new techniques.
Night Vision:	You can see in all but absolute darkness.
Perfect Pitch:	You always know if something's in tune, and generally find any musically related task to be one level easier than others do.
Rapid Healing:	You heal extremely fast, recovering an extra 3 Hits per time unit in addition to your normal healing rate.
Speed Reader:	You can read one page of any normal text that you are familiar with in three seconds (you can read a 200 page book in 10 minutes).
Time Sense:	You always know what time it is, always know how much time has elapsed between the present and the last time you checked.



PERK/TALENT/COMPLICATION	COST
Double Jointed	3
Beautiful +3	9
Animal Empathy	3

Special: Skill Group Talents

These Talents all provide a bonus to a skill or stat; more of these Talents may be created by the Referee as appropriate for the campaign. The cost is 3 CP for each level.

Acute Senses:	One of your five senses (sight, sound, smell, touch, taste) is extremely acute. When using this specified sense, you will have a +3 bonus to *Perception* rolls for each level taken.
Beautiful (or Handsome:)	You are extremely good looking; people will automatically stop and stare at you when you pass, and you are generally surrounded by admirers. In addition, you automatically have a +1 bonus to your *Persuasion, Performance* and *Wardrobe/Style* skills for each level taken.
Combat Sense:	Your reflexes are keyed for danger; you automatically react faster to danger than anyone else; for every level taken, you may add +1 to your Initiative rolls (in combat only).
High Pain Threshold:	You are especially resistant to pain and shock. When wounded, you will reduce the amount of STUN taken by 2 points for every level.
Knack:	You have a natural knack or "gift" for performing certain kinds of tasks or activities (this could be *Driving, Piloting, Firearms* or other skills, or even interpersonal abilities; you must choose one). This Knack gives you a bonus of +1 for every level taken.

PERKS & PRIVILEGES

Perks are useful items, privileges or contacts a character has access to in a campaign. Perks can be special licenses or symbols of authority, friends, favors or fringe benefits accruing from a profession. They are purchased with Campaign points just like any Skill, and function as a value gauge of how powerful the Perk is (1 being lowest, 10 being best—the Referee is the final arbiter of a Perk's worth on the 1~10 scale); level 8 or 9 should really mean something!

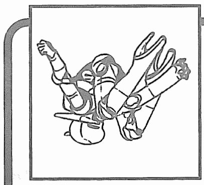
Perks are *extremely* campaign dependent and should be created for each campaign individually (as we have done here in the adjacent section). Many Perks have mixed benefits, both good or bad, and game play should reflect this. Think about it: A "Mafia Godfather" Contact might require a favor of YOU someday too!

Once the Referee has established the level of the Perk, he must decide just how much impact that perk has on the world; for example, in a superheroic game, being the head of a huge corporation would be a character affectation; in a cyberpunk campaign, that same status would have SERIOUS impact. The impact is matched to the chart below and the basic cost for the Perk (listed below) is multiplied by the value indicated. This will be the final cost in Campaign Points of the Perk.

Very High Impact	High Impact	Moderate impact	Little or no Impact
x4	x3	X2	X1

PERK NAME	**[COST PER LEVEL] DESCRIPTION**
MEMBERSHIP	**[1 PER LEVEL]** You can call upon the resources of an organization, person, government or group—but you also have responsibilities. The level of Membership represents your character's status in the organization, not the influence of the group (that's what the multipliers above are for). For example: *A Membership of 1 at Genom would make you a janitor, but at 10 you're Quincy's right-hand man.* A version of this is **Authority,** in which the character is an agent of the law and has the power to arrest, detain and use deadly force.
LICENSE	**[1 PER LEVEL]** The character has a legally sanctioned right to do things that would normally be considered illegal (license to kill, to collect taxes, hunt Boomers, etc). Licenses are individual cases, granting YOU authority rather than "loaning" you use of the authority of a group (as above)—you get no resources, but you also don't have so many responsibilities. A license to sell arms costs 2; A Private Investigator's license costs 4; a Bounty Hunter's license would cost 6; a CIA or secret service agent's license costs 8, a Federal Marshal's license costs a 9, and having an unconditional license to kill would cost 10.
CONTACT	**[1 PER LEVEL]** You know someone who can (and generally will) help you through money, power or sheer skill, and this help is usually "off the record." A mercenary who'll occasionally back you up in a fight costs 3, a local Yakuza Boss costs 6, the head of the ADP costs 9. Remember that the level of the contact is based on several factors: A student's not much, but a student who's willing to *die for you...*
FAVOR	**[0.5 PER LEVEL]** A one shot Contact; you can make use of this contact only once, but they MUST do what you ask (as long as its appropriate). Note that it's often useful to have favors from a lot of people in different areas rather than one contact who does everything.
RENOWN	**[0.5 PER LEVEL]** Your reputation, usually in a favorable light. People will go out of their way to curry favor with you, or to at least avoid getting on your bad side. At 3, most local people know you; at 6 you are nationally known; a 9 you are an international figure.
WEALTH	**[1 PER LEVEL]** Characters are assumed to be lower middle class, but wealth boosts your lifestyle. Spending 1 CP places you comfortably in the middle class, capable of buying common things and living in a decent place. Level 2 is upper middle class; you can buy most everyday things and live in a very nice place. At levels 3~4, you are well to do and have more than enough money to support yourself; you need work only occasionally, can afford costly hobbies, and have an expensive home. At 6 you're rich; you don't have to work at all, can afford large purchases like cars or vacations, and live in a very expensive home. At 9, you're a millionaire, can live anywhere and buy almost anything you want. The Referee *might* let you exceed Wealth 10, making you a billionaire!

PERK/TALENT/COMPLICATION	COST
AD Police Membership - 4	10
Wealth & Lifestyle - 2	5



PERKS IN *BGC*

The impact values of Perks vary from campaign to campaign. For *BGC,* the impact modifiers of specific perks are listed below:

PERK	IMPACT
Reputation	x1
Wealth	x2.5
Membership	see below
Individual or tiny group	x1
Typical corp	x1.5
Normal Police	x1.5
Yakuza or organized crime group	x2
AD Police	x2.5
Military	x3
Large corp (SDPC, G&B)	x3
Neo-NATO or UN	x3.5
USSD or Genom	x4

MONEY IN *BUBBLEGUM CRISIS*

Since the Bubblegum Crisis universe revolves around Japan, the standard currency in this game is the Yen (¥). Varying exchange rates notwithstanding, one Yen is roughly equal to one cent. All costs in this game are in Yen; a ¥10,000 dinner comes out to about a \$10.^{00} meal. Since one Campaign Point can be exchanged for one "money unit" (see page 30, #2), one CP will get you ¥10,000.

Generally, players with wealthy characters are discouraged from keeping track of their money directly—it's a lot of tedious bookkeeping. However, there may be times when you'll absolutely NEED to know if you can buy that Carribean island. In this case, use the following rule: At Wealth 1, the player has a disposable income of ¥10,000 per week; this value *doubles* for each additional level of Wealth—this means at Wealth 10, you could spend over 2.5 million dollars a year! Referees should be REALLY careful letting *this* rules cat out of the bag!

Buying "Construction Points"

While Campaign Points can be translated into money with which to buy equipment, complex equipment (like vehicles) can also be rated in terms of its CP value *independently* of its monetary value. After all, a tractor might cost \$50,000.^{00}, but how useful would it be to your character? It's not worth 500 CP, that's for sure!

For this reason, most of the vehicles and weapons in *BGC* have a Construction Point value listed. One Campaign Point will buy 1 *Construction Point,* so if a Referee wants his players to buy their own Hardsuits (see page 167), he should make sure to give them an extra 100~150 CP to play with!

COMPLICATIONS

One way to get more Campaign Points when creating a character is to take on a few Complications. These are social, mental, physical or emotional situations/problems that define and enhance roleplaying your character; they can often be linked to various Lifepath events [pg.22-23] to add to a character's background. There are three ways to determine the value of a Complication; **Frequency, Intensity and Importance:**

FREQUENCY

Just how often does your problem impact your life? The answer is the problem's **Frequency**; how often the Referee can inflict it upon you as part of the trade for those extra CP. This table works for all complications:

Frequency	Value	Guideline
Infrequently	5	Once every other gaming session
Frequently	10	Once every gaming session
Constantly	15	More than once every gaming session

INTENSITY

Intensity reflects how hard it is to overcome the complication, or just how much it affects you. Each Complication has its own Intensity rating, but we also provide you with a handy table of general roleplaying guidelines:

Intensity/Value	Guideline
Mild [5]	May roleplay to overcome it, or make Everyday WILL+*Concentration* Roll to overcome it
Strong [10]	Must roleplay it and make Exceptional WILL+*Concentration* Roll to overcome it
Severe [15]	Must roleplay it and make Incredible WILL+*Concentration* Roll to overcome it
Extreme [20]	Must roleplay it and make Legendary WILL+*Concentration* Roll to overcome it

Example: *Stubborn: Risk incarceration, bodily harm or financial/social ruin [10] means the Intensity of this Complication will get you 10 points.*

IMPORTANCE

Importance rates how important the Complication is to the character and the Campaign. For example, taking *Foreigner* in a place where everyone is from another place is pretty valueless, but in a xenophobic environment, it takes on major importance. Another measure of Importance is its effect on your character's survival; if it can kill you right away, it's generally more important than something that may complicate your roleplaying.The final application is up to the Referee:

Importance & Value	Guideline
Minor [divide by 5]	Minor effect on combat or damage, with minor (-1) effect on skills or world reaction.
Major [divide by 2]	Major effect on combat (-3), or 1 and half times damage, serious effect on skills or world reaction, or puts character into danger.
Extreme [x1]	Extreme effect on combat (-5), or 2x damage, or extreme effect on skills or world reaction, or puts character into extreme danger.

TO DETERMINE THE COMPLICATION'S VALUE

To determine the **value** of a Complication, add together the Frequency Value, the Intensity Value, and multiply the resulting total by the Importance. *Example: I take* Responsibility *as a Complication. I decide that this affects me Frequently (10), and I decide I'm responsible for the care of my aged Aunt Meg. Since she is very old, she's considered to be Challenged (Intensity 10), but since I'm not in any danger and my skills aren't affected (divide by 5), taking care of my aged aunt is worth (10+10)/5 = 4 Points. But if Aunt Meg was constantly exposed to extreme danger that I had to rescue her from, I could milk the situation for up to 20 points! Good ol' Aunt Meg!*

PSYCHOLOGICAL COMPLICATIONS

These involve your Mental Problems and flaws:

Absent Minded .You have strange lapses of memory. You often: Forget generally known facts (5). Forget friends, family (10). Forget your own identity (15).

Bipolar. You are a classic manic/depressive, prone to fits of erratic, up moods punctuated with severe terrifying depressions. You are often: Moody (5). Liable to lie around and mope (10). Liable to run around frenetically risking life and limb or sink into a miserable stupor (15). Suicidal (20).

Delusions. You believe things that are not real. You may hear voices, think aliens are after you, or that you are God. You will: Risk ostracism, embarrassment (5). Risk hospitalization, bodily harm or financial/social ruin (10). Risk life & limb (15) .

Masochist. You hate yourself, and will go out of your way to injure yourself. To do this, you may: Seek verbal abuse (5). Seek minor physical abuse (10), Seek major physical abuse (15). Seek life threatening abuse (20).

Phobia. You have a phobia; and unreasoning fear of some common thing, such as dogs, heights, sounds or color. When faced with your phobia, you feel: Discomfort (5). Paralysing Fear (10). Berserk Terror (15). Catatonic (20).

Paranoia (just because you think they're after you...). You think you have enemies, everywhere. Sometimes you are focussed on one foe, other times, there may be legions. You react to your paranoia by: Incoherently ranting (5). Compulsively working on defenses against Them (10). Risking incarceration, bodily harm, social or financial ruin to stop Them (15). Risking life & limb (20).

Split Personality. You're two, two, TWO people in one! [Referee controls this personality, has stat sheet for it, etc.]. Your other self: Likes you (5). Is neutral to you (10). Hostile to you (15). Dangerous to you in actions or deeds (20).

PERSONALITY TRAITS

It's the little things that count; your good & bad habits, basic traits and characteristics.

Airhead. *Oh Wow!* You're just naturally spacy. In general, you: Misplace minor, trivial things (5). Misplace or forget to do important things (10). Misplace or forget to deal with dangerous things (15). Dangerously oblivious to everything; the Referee never asks you to make a perception roll unless you request it (20).

Bad Tempered. You're just irritable, all the time. When your temper flares: You'll risk embarrassment, or financial loss (5). You'll risk incarceration, bodily harm or financial/social ruin (10). You'll risk life & limb (15).

Coward. You lack nerve, especially in combat. When faced with danger: You tremble at anything you imagine as danger (5). You freeze up and can't react (10). You try to run as far away as possible (15).

Obsessed. You just can't get that special (to you) person or thing out of your mind. You: Talk about it all the time and will risk embarrassment, or financial loss over it (5). You'll risk incarceration, bodily harm or financial/social ruin over it (10). You'll risk life & limb over it (15).

Shy. You hate dealing with others. You: Refuse to speak to new people (5). Avoid all interactions with new people (10). Will physically remove self from situations involving new people (15).

Stubborn. You just hate to give in—to anyone. To prove you're right: You'll risk embarrassment, or financial loss (5). You'll risk incarceration, bodily harm or financial/social ruin (10). You'll risk life & limb (15).

Berserker. You can't control your fighting rage— you rabidly: Attack whatever set you off (5). Attack anyone within range except friends (10). Attack anyone in range (15). Attack anyone in range and won't stop until subdued forcibly (20).

Unlucky. Things never go your way; you have constant disasters. Travel and adventure only hold for you: Inconvenient misfortunes (5). Costly or dangerous misfortunes (10). Very costly or dangerous misfortunes (15). Deadly, life threatening dangers (20).

COMPLICATIONS

PHYSIOLOGICAL LIMITATIONS

These are Physical problems you must cope with:

Age. You are either younger than usual or older; this is reflected in your stats: Very old/young: Reduce all Stats except Mental Group by 2 (10). Extremely old/young: Reduce Reduce all Stats except Mental Group by 3 (15).

Dyslexia. You see letters and numbers as a jumble, or reversed. This means you: Read very slowly (5). Cannot read or write (10).

Epilepsy. You fall into convulsive fits that incapacitate you. What sets off the fit (as determined by the Referee) is: Uncommon (5). Common (10). Very Common (15).

Missing Limb. *Ouch!* That *hurt!* You're missing: 1 or more fingers (5). A hand (10 each). An arm (15 each).

Reduced Hearing. You are hard of hearing. Generally, to make a hearing based Perception check, you will need: To beat a Target Number 4 points higher than everyone elses'(5). A Hearing aid just to hear at all (10). New ears; you're totally deaf (15).

Reduced Mobility. You are unable to get around normally. Your Movement: Is reduced by quarter (5). Is reduced by half (10). Is reduced to dragging by arms at a MOVE of 1 (15). Nonexistent; you're a total paraplegic; unable to move below the waist (20).

Reduced sight, your eyesight is impaired in some way. You: Are color blind (5). Need glasses (10). Are nearly blind or one-eyed (15). Are totally blind (20).

Uncontrollable Change. You are prone to uncontrollable changes; these may be physical or mental (depending on what you negotiate with the Referee of your game). What sets off the change is: Uncommon (5). Common (10). Very common (15).

Vocal Impairment. Your voice is somehow damaged. When you speak, you can: Only whisper, stammer or stutter (5). Only make sounds, but cannot speak (10). Cannot make a sound (15).

Vulnerability. You're susceptable to a certain situation or substance and take *extra* damage when exposed to it. The substance or situation is: Uncommon (5). Common (10). Very common (15).

Susceptability: You are harmed or take damage from a certain situation or substance that is harmless to most people. The substance or situation is: Uncommon (5). Common (10). Very common (15)

SOCIAL COMPLICATIONS:

These are things with serious Social and Societal consequences for you:

Public Figure. You are a figure in the media limelight; you can't make a move without getting attention: You are newsworthy and your activities rate an article if a reporter is nearby (5). You frequently make headlines and people always notice your actions on the street (10). Your every action makes news and you have reporters following you *everywhere* (15).

Bad Rep. People "know" about you. At least, everyone's *heard* a story or two, even if untrue. When you are mentioned or seen, you are: Frequently recognized (5). Always recognized (10).

Secret Identity. You are trying to hide your activities under a secret identity or other smokescreen. You currently are: Living a normal life, unnoticed by anyone (5). Are bothered by a single person trying to uncover your real identity (10). *Everyone's* trying to uncover your real identity (15).

Poverty. Money is hard to come by for you, harder than for most. You are, financially- wise: Poor, with just enough for a bed and a few meager meals (5). Dead Broke and probably on the street with barely enough to eat (10). In debt, with others actively seeking to collect what little you have (15).

Personal Habits. People just can't *stand* you. Maybe it's the bad breath or the nose picking, but they find you: Annoying (5). Disgusting (10). Horrible (15).

Oppressed. You are part of an oppressed or otherwise downtrodden group. In your society, you are: Snubbed; others ignore or refuse to deal with you (5). Oppressed; there are laws controlling where you live, work or can travel (10). Outcast; you're a total non-person (15). Enslaved; you're treated as property and can be sold or mistreated at will (20).

Distinctive Features. You stand out and are noticed in any crowd, with features that are: Easily concealed (5). Concealable with *Disguise* or *Performance* skills (10). Not concealable (15).

Outsider. You're not a local, and stand out like a sore thumb, attracting attention both unwelcome and possibly dangerous. You are obviously: From distant place (5). From very distant place (10). Never before seen in these parts (15).

ENEMIES: Hunted and Watched

These are forces which are actively working against you. Your Enemy's value is determined by three things: their *Capabilities*, their *Extent*, and their *Intensity* of enmity against you:

Capabilities. What can they do to you? Are they: Less powerful than you? (5). As powerful as you? (10). More powerful than you? (15). Has access to powerful weapons, powers or hardware? (20).

Extent. How far can they reach? Are they: Limited to single town or area? (5). Limited to a single country? (10) Worldwide in their influence? (15)

NOTE: Instead of using the normal Intensity table, use the following scale:

Intensity. What do they want from you? Are you: Being watched? (divide by 5). Being hunted for capture or imprisonment? (divide by 2). Marked for Death? (1).

RESPONSIBILITIES

These are things you have chosen to deal with, no matter how much trouble they cause. Codes of Honor, Family Matters; these are all Responsibilities:

Code of Honor. These are the personal rules you will not break, no matter what. A Code of Honor might be a code against killing, attacking from behind, or never suffering an insult without an answer in blood. To keep your Code, you will: Risk expulsion or embarrassment (5). Risk bodily harm or financial ruin (10). Risk life & limb (15).

Sense of Duty. You always do the Right Thing, and follow a higher Moral Code towards those you feel responsible for. You will do this: For your friends (5). For a special group/organization (10). For all Humanity (15). For all Life Itself (20).

Vow. This is a promise you must keep, no matter what. It could be to protect someone, follow an ideal, or just get that stupid Ring into that distant volcano. To fulfill this promise, you'll: Risk Expulsion or embarrassment (5). Risk bodily harm or financial ruin (10). Risk life & limb (15).

Dependents. These are those who need your protection and help. They could include children, family, or friends. Generally, they are: Equal to you in abilities (5). Challenged, or otherwise weaker than you (10). Have special problems, requirements or dangers associated with them (15).

COMPULSIVE BEHAVIORS

These are behaviors you must act upon; you just can't help yourself.

Addiction/dependence. You must have a particular substance or situation or you will suffer severe mental or physical duress. The substance/situation you need is: Common (5). Uncommon (10). Rare (15). Very rare (20).

Honesty. You always tell the truth, even if it hurts. To be honest, you'll even: Risk expulsion, embarrassment, or financial loss (5). Risk bodily harm or financial/social ruin (10). Risk life & limb (15).

Impulsiveness. You just can't help yourself; you always jump into things without thinking. To follow a whim, you'll: Risk expulsion or embarrassment (5). Risk bodily harm, social or financial ruin (10). Risk life & limb (15).

Intolerance. You're bigoted and intolerant of those who are different from you. When you encounter them, you are: Civil but distant (5). Rude and verbally abusive (10). Violently abusive (15). Abusive even at risk of life and limb (20).

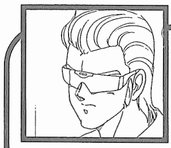
Jealousy. You are jealous to the extreme. Towards the one you "love", you are: Obsessed and watchful (5). Confrontative and accusatory (10. Physically violent (15).

Kleptomania. You steal things compulsively. You can't help it; you'll even: Risk arrest or embarrassment (5). Risk bodily harm or financial/social ruin (10). Risk life & limb (15).

Lecherous. You can't resist grabbing or pawing someone you find attractive, or at least making lewd comments. You'll even: Risk expulsion, embarrassment, or financial loss (5). Risk bodily harm or financial/social ruin (10). Risk life & limb (15).

BGC CHARACTER TEMPLATES

While you don't *have* to use them, on this and the next page are offered a total of twelve character templates. These can provide useful guidelines for *BGC* character construction, noting useful Skills, Talents, and Perks and some information on what you can expect from each template.



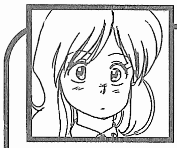
AD Police Inspector

Description: As an ADP Inspector, it's your job to take on risky cases involving corporate intruigue and/or Boomer crimes. Sometimes you'll even work with the N-Police on "borderline" cases such as Boomeroids. While you aren't expected to don full armor and join the Frontline Officers, your rank can usually land you duty as a Powered Suit pilot if you want it...

Skills: Detective, Perception, Persuasion, Firearms, Driving, Hand-to-Hand, Athletics.

Options: Membership (AD Police), Contacts, Combat Sense.

Equipment: Uniform with PD15 bulletproof vest (EV0), combat revolver or combat auto, police cruiser, handheld radio (1km range), police minicomputer (POW-1, either in vehicle or handheld model), modest lifestyle (Wealth 2) with Residential Zone apartment.



Hacker

Description: Computers are everywhere in 2033. So is the Net. With a computer and access to the Net, you can access almost any information imaginable and thereby become rich and/or powerful—if you know what you're doing. To accomplish this, you've got to have a sweet computer system and be skilled at computer codes and the fine art of "social engineering" (a.k.a. lying). Why you do it is up to you—you could be a corporate espionage expert, an online anarchist... Or maybe you do it just for fun?

Skills: Hacking, Persuasion, Research, Perception, Computers, Stealth.

Options: Time Sense, Contacts (other Hackers).

Equipment: Casual clothes, motorscooter, pocket minicomputer (POW-1) and personal workstation (POW-6), poor lifestyle (no Wealth) with slum apartment.

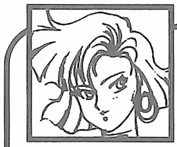
Street Operative

Description: In an age of systemization and strict social regimentation, you've decided to go underground; nine-to-five just isn't your thing. The street is your life—it's your work, your home and your style, and it's full of opportunities. You could hire yourself out as muscle, sell drugs, rob banks, go into breaking and entering, or you could join up with organized crime or a gang. Whether you're a mugger, a mobster, a burglar, or a gang-banger, you're still a street operative.

Skills: Athletics, Hand-to-Hand, Perception, Persuasion, Melee, Firearms, Social (Street).

Options: Blind Reaction, Membership (Gang).

Equipment: Punk-styled or sleazy clothes, combat auto, brass knuckles, motorcycle, breaking & entering tools, low lifestyle (no Wealth) with slum apartment.



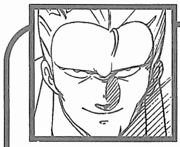
Entertainer

Description: The clubs of MegaTokyo see a nearly constant stream of struggling artists, rock bands, vocalists, dancers and comedians. As one of them, you know it's your destiny to rise above the mediocre crowd and really make something of yourself. You probably have a crowd of like-minded individuals whom you hang around with, as well as a couple of club owners who give you gigs on a (semi) regular basis.

Skills: Performance (or Artistry or Dance), Persuasion, Perception, Wardrobe & Style.

Options: Perfect Pitch, Renown.

Equipment: Stylish clothes and stage costumes, mini-revolver, motorcycle or tour bus, musical and stereo equipment with CDs and stage props, modest lifestyle (Wealth 1) with Residential Zone apartment.



Executive

Description: Corporate culture is the wave of the 21st century, and as a business executive you're at the crest. Challenges are handed down to you from the bigwigs upstairs, the promise of promotion and power dangling before you. The long hours you spend in your office help shape the way people live and even how they think, but sooner or later you're going to realize the truth behind how The Company works—will you rebel against this corruption or embrace it?

Skills: Business, Perception, Persuasion, Espionage, Wardrobe & Style.

Options: Lightning Calculator, Eidetic Memory, Membership.

Equipment: Business suits (or other such garb), mini-revolver, sedan, cellular phone, laptop computer (POW-3), well-off lifestyle (Wealth 4) with downtown apartment.

Street Tech

Description: It's a high-tech world out there, complete with disposable machinery and planned obsolescence. You know how to take advantage of this situation because you're part scavenger, part electrician, part used car salesman, and part mad scientist. As a street technician, you're the local expert at cannibalizing, kitbashing, repairing and reselling any kind of tech, from computers to weapons to the occasional Cyberdroid.

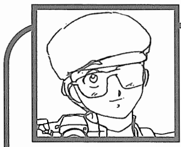
Skills: High Tech, Basic Tech, Persuasion, Area Knowledge, Perception, Firearms, Milspec Tech.

Options: Knack.

Equipment: Grimy coveralls, mini-handgun, assorted tools, minicar or motorcycle, pocket computer (POW-1), low lifestyle with a garage or old warehouse as your combined lab/workshop/home/nest.

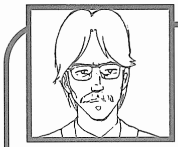
BGC CHARACTER TEMPLATES

Continuing the character templates. *Note that the last two MUST be approved by the Referee ...



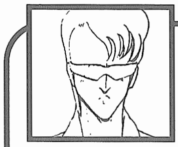
Reporter

Description: There's a lot going on in 2033, and the public has a right to know about it! What's more, you can make quite a name for yourself by bringing the news to the public, which can in turn get you the opportunity to bring *bigger* news to the public! Maybe you do it for the fame and fortune, or maybe you really do believe in being society's watchdog, but either way you're sure to run afoul of criminals, corporations and corrupt politicians...
Skills: Perception, Photo & Film, Persuasion, Writing, Area Knowledge, Research, Atheltics.
Options: Acute Senses, Intuition.
Equipment: Stylish clothes or businesswear, minicar, video camera or digital camera and digital recorder, laptop computer (POW-2), good lifestyle (Wealth 3) with Residential Zone apartment.



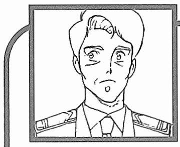
Scientist

Description: Technology is moving forward by leaps and bounds, and the people pushing it faster and faster are people like you—scientists. You could be employed as an engineer in the R&D department of a corporate or military project, or you might be an independent researcher operating on a grant from the government, but you're sure to be on the forefront of modern thinking. New power systems, artificial intelligence, high-energy weapons, and advanced medical techniques are your bread and butter.
Skills: Science (specify), Education, Tech (specify), Research, Persuasion.
Options: Lightning Calculator, Eidetic Memory.
Equipment: Casual clothes, minicar, micro-tools, access card to research facility, laptop computer (POW-2), well-off lifestyle (Wealth 4) with midtown apartment.



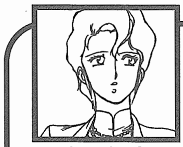
Agent

Description: With corporate espionage, terrorist plots, Boomer conspiracies, international tensions, and social chaos punctuating 2033, many organizations are fielding special operatives who are assigned to keep tabs on the competition, the enemy, or even allies. Corporations and governments alike have many such agents in place (the USSD positively *thrives* on them). For all your associates know, even *you* could be one of these "men in black"...
Skills: Persuasion, Perception, Stealth, Disguise, Espionage, Driving, Research.
Options: Membership or License, Night Vision, Acute Senses.
Equipment: Combat auto with silencer, sedan, scrambled micro-radio (1km range), espionage tools (bugs, forensics, B&E and electronics), modest lifestyle (Wealth 2) with Residential Zone apartment.



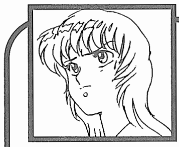
Soldier

Description: If you know how to fight, you're pretty much assured that you'll always have work in the 21st century. Military talent is always in demand with the ADP, Neo-NATO, the UN, the EC, the USSD and any third-world army on the planet. If you don't like to take orders from scheming brass, you could even go into business for yourself—the number of active mercenary units is on the rise and some of them are getting pretty rich.
Skills: Firearms, Athletics, Perception, Autofire, Hand-to-Hand, Heavy Weapons (or Gunnery), Driving (or Mecha Pilot).
Options: Combat Sense, Blind Reaction, Ambidexterity.
Equipment: Fatigues and PD20 field armor, assault rifle, helicoptor or Powered Suit, average lifestyle (Wealth 1) with barracks.



High-Tech Vigilante*

Description: Maybe you've lost a loved one, or been wronged by a powerful organization, or simply found out about things that you shouldn't have... Whatever your motivation, you've decided that society is spiralling towards self-destruction and you've taken it upon yourself to prevent this from happening. Make sure that you're sneaky, because keeping your identity secret is a necessity. Make sure you're determined, because it's tough, lonely, dangerous work. Most importantly, make sure you're heavily armed, because it's you against *everyone,* with civilization as the prize!
Skills: Firearms, Athletics, Stealth, Perception, Driving, Hand-to-Hand, Persuasion, Mechapilot.
Options: Secret ID, Contact, Combat Sense, Martial Artist.
Equipment: Hardsuit (or PD15 armored clothes), combat magnum, motorcycle (or Powered Suit), scrambled radio (10km range), espionage tools, modest lifestyle (Wealth 3) with Residential Zone apartment.



Boomer Character*

Description: As a created race, Cyberdroids are used as servants and tools. But some Boomers can become self-aware, breaking free of their programming to pursue their *own* goals. You are one of these new fugitives, free for the first time to explore your life—as long as no one knows what you are. You may seek revenge, leading to a campaign of terrorism, or you may try to pursue a "normal life"—which might be tricky for an artificial lifeform.
Note: The Referee will assign you a Boomer type based on his campaign. Sexaroids and other Android-type Boomers are recommended, although a Knight-Saber-like group of rogue HyperBoomers is possible too ....
Skills: Persuasion, Perception, Stealth, Disguise, Driving, Hand-to-Hand.
Options: Secret Identity, Longevity, Night Vision, Double-Jointed, Rapid Healing, Time Sense, Lightning Calculator, Beautiful, Enemies (your former owners).
Equipment: Casual clothes, combat auto, motorcycle or minicar, cellular phone, poor lifestyle (no Wealth) with slum apart-

TIME, SPEED & DISTANCE

Now that you've created a character, its time to use him or her in the gaming environment. This means learning how Time (and Turn Order), Facing, Distance and Movement work in the Fuzion system.

1 IT'S FUZION TIME!

Fuzion uses two ways of measuring time. The first, ROLEPLAYING TIME, works just like it does in real life; dividing reality into seconds, minutes, hours, days, weeks, etc.

The second way, **COMBAT TIME**, is far more exacting. In Combat, time is divided into **3 second combat PHASES**. Anything that takes longer than a phase is considered to be a **LONG ACTION**, and should be described by how many phases it will take before it's completed. In extreme cases, you may even want to use minutes to describe an especially long action.

THE TIME TABLE

1 PHASE = 3 SECONDS
20 PHASES = 1 MINUTE
5 MINUTES
20 MINUTES
1 HOUR
6 HOURS
1 DAY
1 WEEK

2 WHO GOES *FIRST*?

Each Phase, every player (who isn't unconscious or otherwise out of the fight) gets to do something during the phase. But who goes first? This is decided by determining *initiative*. There are two options for determining initiative:

OPTION 1: (better for group of characters vs. Ref-run melees.) The character with the highest REF *always* acts first in a phase. They may also be allowed to hold their action (see *Wait* under *Advanced Actions*) and act later in the phase. The character with the next highest REF score acts next and so on. If the characters are still tied, then roll a die to break ties at the start of combat; the higher number goes first.

OPTION 2: (best for Character vs. Character melees) At the beginning of each phase, each character rolls 3 dice and adds their REFLEX Stat. The character with the *highest* total acts first for that phase (they are also allowed to hold their action and act later in the phase.) The character with the next highest total acts next and so on. Roll an additional die to break ties; high number goes first.

Once the phase order has been determined, each character takes their **TURN**. Then the next character gets a chance to do their action, until all characters have had their chance to act. Then the sequence begins again with a new phase.

3 SO IT'S MY TURN. NOW WHAT?

Once your turn comes up in the phase, you can start taking **ACTIONS**. Actions are basically things you can do within the span of a few seconds, like use a weapon, dodge, or even start an Action that may stretch over several phases (like picking a lock).

What can I do as an Action during my turn?

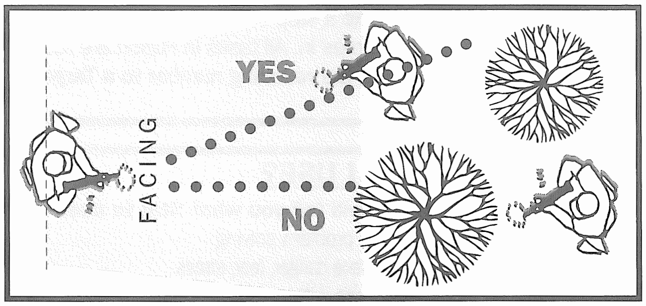
You can do **one thing** each Phase. This could include:

ATTACK | MOVE | DODGE | DO A NON COMBAT ACTION

Each one of these things would be considered an Action. But before we get into the complex stuff like Attacking, Dodging or Non-Combat Actions, let's tackle the easiest parts: FACING, MOVEMENT, AND DISTANCE.

4 FACING

Facing is the direction you are pointing. Since many Fuzion games are played "in head" (without maps), the rule is that you can face anything positioned forward of your shoulders. When using a standard gaming hex map, characters can "face" through any three adjacent sides of the hex they are standing in (see illustration, next column).



5 DISTANCE & MOVEMENT

Distance in Fuzion can be measured in either meters or yards (we admit to fudging the numbers a bit to allow us to use the same values for each; in reality a meter is slightly longer.). Measurements will always be listed in both, usually with the abreviation "m/yds". Either way, you should pick one unit of measure and stick with it.

Movement is the distance a character or vehicle can move in a phase—this value is always determined by your MOVE stat. As a rule, there are two scales of Movement used in Fuzion. The first scale is ***FIGURATIVE***; the raw MOVE score compared to another MOVE to see which is faster overall. This is best for simple speed decisions. The other is **LITERAL MOVEMENT;** a one to one measurement of actual distance. To determine your literal speed, **multiply your MOVE by the *type* of movement** as described below; this is how fast you move each phase.

TYPE	RUNNING	SURFACE	FLYING	SPACE
in MPH	2mph	10mph	100mph	1,000mph
in KPH	3 kph	16 kph	160 kph	1,600 kph
M/YDS PER PHASE	3	15	150	1500

Below are some *approximate* examples of FUZION speeds

TYPE	MPH	KPH	METERS/YARDS PER PHASE
Human	10 mph	16 kph	30 m/yds per Phase
Fast Car	200mph	320 kph	300 m/yds per Phase
Cheetah	70mph	112 kph	105 m/yds per Phase
Jet Fighter	1,000mph	1,600 kph	1500 m/yds per Phase
Motorcycle	180mph	288 kph	270 m/yds per Phase

Movement Rules

A few basic rules govern how you move during a phase:

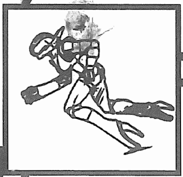
- In *Fuzion*, objects accellerate or decelerate at a rate of 10 MOVE per phase.
- You may not move (or shoot) through any solid person, object or thing (see illustration above).
- Your movement will be slowed by the type of terrain you cross over. Terrain is rated as *Easy, Rough* and *Very Rough* and reduces your overall MOVE stat in the following manner:

EASY	ROUGH	VERY ROUGH
No Reduction	Halves MOVE	Quarters MOVE

Note that the roughness of the terrain doesn't mean that it's full of rocks; just that it's hard to cross. **ROUGH** terrain could include choppy waves, turbulent air, or light brush. **VERY ROUGH** might be mud, snow, ice or thick brush. **EASY** would be grass, sidewalks and open skies.

The terrain type is decided on by the Referee, and is based on the majority of terrain you will be crossing over that phase. *For example, if you ran over 4 m/yds of Easy terrain and 6 m/yds of Rough, the Referee would probably rule that you were moving through Rough Terrain that phase.*

TAKING ACTION



Whenever your character tries to do something (called taking an Action), there's always the question of whether he'll succeed or fail. Sometimes the task is so easy that it's obvious; for instance, taking a step forward without falling down. In those cases you'll just tell the Referee what you're doing, and no die roll is needed.

But if you're trying to take a step on the deck of a ship pitching wildly in a driving rainstorm, walking might be very difficult indeed. That's where TASK RESOLUTION comes in. All tasks in Fuzion are resolved with the same formula: take the relevant STAT, add to it the relevant SKILL, then add a DIE ROLL. **Compare the resulting number to a Target Number; if you equal or exceed the Target Number, you succeed!**

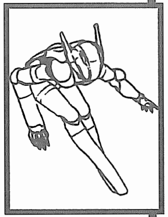
WHICH STAT DO I USE?

Usually common sense will tell you what Stat to use:

INTELLIGENCE	Memory, problem solving
WILLPOWER	Ability to face danger, fear, stress
PERSONALITY	Interactions with others.
REFLEXES	Fighting and driving/control skills
DEXTERITY	Physical Abilities. Dodging, athletics
TECHNIQUE	Manipulating tools, instruments
MOVEMENT	Running, swimming feats
STRENGTH	Muscle mass and physical power
CONSTITUTION	Resistance to pain, disease, shock

...or the Referee can decide if it's in dispute.

WHICH SKILL DO I USE?



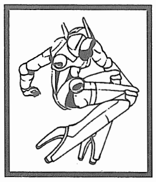
The Referee will usually decide which Skill fits the task best. *Example: when attacking with a weapon, use the Weapon Skill for that weapon or Hand to Hand if you're using your fists).*

WHICH DIE ROLL?

This is one of the basic decisions you have to make before you begin playing Fuzion: which dice will you use? While standard six-sided dice are always used for damage in Fuzion, you can use either 3 six-sided dice (3d6) or 1 ten-sided die (1D10) for Task Resolution. The Referee should decide at the start of the campaign what die rolling system will be chosen. That method will then be in effect for ALL characters within that campaign.

STAT + SKILL + DIE ROLL
VS TARGET NUMBER + DIE ROLL

WHAT'S THE TARGET NUMBER?



The Target Number is a value you must roll equal or higher than with your combined STAT, SKILL and DIE ROLL (aka your TASK ROLL). Target Numbers come in two flavors: OPPOSED and UNOPPOSED:

OPPOSED TASK: When attempting a task against another character, such as attacking someone, the Target Number is determined by the STAT+ SKILL+ Die Roll of the character opposing you.

UNOPPOSED TASK: When attempting a task involving non-living objects or using an ability, the Target Number is given to you by the Referee, based on how difficult he thinks the task is. This is can be done using the **UNIVERSAL TARGET NUMBER TABLE:**

DIFFICULTY LEVEL	TARGET NUMBER	DIFFICULTY LEVEL	TARGET NUMBER
Challenged	0	**Exceptionally superheroic**	32
Everyday	4	**Incredibly superheroic**	36
Competent	8	**Legendarily superheroic**	40
Exceptional	12	**Cosmic**	44
Incredible	16	**Competently cosmic**	48
Legendary	20	**Exceptionally cosmic**	52
Superheroic	24	**Incredibly cosmic**	56
Competently superheroic	28	**Legendarily cosmic**	60

A Target Number is always described in the same terms as Stats and Skills; if a character has an Exceptional Stat and an Exceptional Skill, he has about an even chance to succeed at an Exceptionally Heroic task. Referees should use these values as guidelines; feel free to modify them up or down to make a task more or less difficult.

Target Numbers, The Easy Way

If the Referee doesn't have the Universal Target Number Table handy, there's an easy way to get the right Target Number: Ask the player for their Stat + Skill total. Then assign a Target Number in relation to that total: A really easy task is -4 or -3, an easy task is -2 or -1, a tough task is +1 or +3, and a really tough task is +5 or +6.

DO I *NEED* A DIE ROLL?

OPTIONAL: Often, you may want to speed up play by eliminating the die roll that is made along with the Target Number. When doing this, you'll substitute a numerical value in lieu of the die, based on the type of dice thrown by the player attempting the task:

PLAYER ROLLS	SUBSTIUTUTE
3D6	10
1D10	5

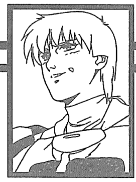
The Referee can also choose to automatically count as a success any task where the player's STAT+SKILL total already meets or beats the Task Number.

MODIFIERS

OPTIONAL: Modifiers are conditions that change your basic chance of succeeding at a task. They are added to or subtracted from your die rolls when attempting to do something under those conditions:

SAMPLE MODIFIER EXAMPLES	MODIFIER
Excellent Tools/Equipment	+1, +2
Don't have parts, Equipment	-2
Under Stress, Attack, impaired	-1 to -2
Hostile Environment, conditions	-1 to -4
Excellent Conditions	+1 to +2
Lask of Instructions, Knowledge	-2 to -3
Unfamiliar tools, weapons, vehicle	-2 to -4
Wounded	-2
Rushing the task	-2
In darkness or area otherwise obscured	-4
Using off hand	-3
Moving Target	-1 per 10m/yds.

USING YOUR SKILLS



Using your Skills is the most common kind of Action outside of Combat. The first step in using a skill is determining what **Stat** you're going to use and what **Skill** to pair it up with when you do something:

1 WHAT STAT DO I USE?

In general, common sense should tell you which Stat to use for a particular Task, or the Referee of your campaign can decide if there's a dispute. However, the following guidelines will usually apply in almost any case:

If the Situation involves	Use
...an issue of knowledge or experience or is otherwise mental	INT
...interacting with someone (e.g. lying to them, impressing them, etc.)	PER
...resisting an interaction, or if it's a matter of willpower	WILL
...using tools, instruments or having technical affinity	TECH
...an issue of speed, such as races of swimming, skating or skiing	MOVE
...using hand-eye coordination or manual dexterity (e.g. guns or vehicles)	REF
...engaging in gross physical movement (athletics, using fists and blades)	DEX
...a matter of raw physical strength (mainly a Strength Feat")	STR
...a matter of endurance and time	CON

The most important thing is to look at the type of task you're trying to perform *first*. This will determine the most applicable Stat upon which to base your Skill. One side effect of this method is that you may often find the same Skill being combined with different Stats, depending on circumstances and the way in which you want to use that Skill. For example, if you're playing a piece of music and trying to make it technically perfect, you might use your Technique stat in combination with your *Performance* Skill. But if you were trying to sway an audience to tears with the beauty of your playing, you could use your Personality Stat in combination with your *Performance* Skill instead. Each uses the same Skill, but each choice stresses very different aspects of using that skill!

2 WHAT SKILL DO I USE?

The overiding rule here is that the Referee will always be the final arbiter of what Skill should be used to make an attempt at a task. Beyond that, common sense is the best guideline. If you're using a weapon, your Skill choice may be pretty simple; use the Skill that describes the weapon best. But if it's an interpersonal issue, you may be able to convince your Referee to give you a lot more leeway; maybe your *Social* Skill may be far more useful in convincing the gangleader to release the hostages than your *Persuasion,* especially if you can call upon a little known gangland code that requires he honor your request! The ability to bend Skills around to fit circumstances allows you to use one of the best strengths of the Fuzion system: flexibility.

3 WHEN YOU DON'T *HAVE* A SKILL

Sometimes, you just don't have a Skill to use. In these cases, there are two options the Referee can elect to use. The first is the *Outta Luck* option: you just don't get a Skill to add to your stat. You just don't know anything about what you have to do, and you're totally relying on just your Stat and dumb luck (a good time to use those LUCK points you've been hoarding).

The second route is the *Cultural Familiarity* option. In most societies, there are very few things that can be done that aren't described in some manner or other; people shoot guns in movies; legends describe how the hero used his sword, Tom Clancy novels tell all about how submarines work. Cultural Familiarity assumes the more *widely* educated you are, the more chance you may have run across *something* relating to what you're about to attempt. Therefore, whenever you don't have a Skill that will apply, you can gain one point for every three points of Education you currently have. And since most people start with at least 2 points of Education, one point of ADDITIONAL Education may be enough to get you a start. Use of the above rule is, of course, subject to the decision of the Referee.

4 IMPROVING SKILL USE

Besides the basic ways of using skills, there are a few other variations that can improve your chances:

Trying Again

If you fail a Skill Roll, you can't try again until your roll has improved for some reason; you took longer, used a better tool, or made a complementary Skill Roll.

Complementary Skills

A Complementary Skill Roll is where the use of one skill directly affects the use of a subsequent skill. For example, if you were a singer and needed to sway a crowd, a very good *Performance* roll would make the swaying (*Persuasion*) a lot easier. As a rule of thumb:

1) At the Referee's discretion, a good roll in one skill may have a bonus effect on the subsequent use of a related skill. This bonus will be in a ratio of one additional bonus point for every 5 points the related skill succeeded by. *Example: Sue wants to convince Bob to go out with her (*Persuasion*). By making a really good* Wardrobe and Style *roll, she could increase her* Persuasion *by dazzling Bob with her sexy wardrobe.*

2) As a rule, a this bonus will usually only affect a subsequent attempt *once.* One really high *Wardrobe and Style* roll won't allow Sue to convince Bob to marry her; it just helps get her the date. The rest is up to fate.

3) As a rule, this bonus should only involve the interaction of one skill attempt on one other Skill attempt.

Taking Extra Time

The Time Table
1 PHASE = 3 SECONDS
20 PHASES = 1 MINUTE
5 MINUTES
20 MINUTES
1 HOUR
6 HOURS
1 DAY

Taking extra time can also give you a bonus to your Skill Roll. For every level on the Time Table used beyond the amount of time the Referee assigns to the task, add +1 to the Skill Roll. *Example: The Referee says a task will take 1 minute. If the* character *takes 5 minutes to perform the task, he gets a +1 bonus to the Skill Roll.*

Critical Success...

A critical success is when you get lucky and manage to succeed at something you normally would have no chance in Hades to accomplish. In game play, this is simulated by allowing you to roll additional dice which are then added to the original roll to enhance it's effects. The rules for this depend on which dice option you are using:

- **If you're rolling D10:** On a natural roll of **10**, you've scored a critical success. Roll an another 1D10 and add the result to your first roll. If you roll another 10, you may not score another critical success.
- **If you're rolling 3D6:** On a natural roll of **18**, roll two additional D6's and add this result to your original roll.

...and Critical Failure

Sometimes even the best of the best have a bad day.

- **If you're rolling D10:** On a natural roll of **1**, Roll an another 1D10 and *subtract* the result from your first roll.
- **If you're rolling 3D6:** On a natural roll of **all 1**'s, roll two additional D6's and *subtract* the result from your first roll.

ACTIONS: BASIC & ADVANCED

1

In Fuzion, each player can perform one action per phase. But what kind of actions can you perform when your chance comes up? And how do they all work together? In general, there are two kinds of Actions in Fuzion: **Basic Actions,** which are simple descriptions of tasks you will want to perform during your turn, and **Advanced Actions**, which represent more sophisticated manuevers that add strategy and tactics to your game play. Both have their advantages; Basic in speed, Advanced in subtlety.

The following section discusses Basic Actions a character can perform, each explained. Advanced Actions are described on the following page in their own section. Both also have useful summary pages to recap what each action means.

BASIC ACTION DECRIPTIONS

Attack: Use a weapon, power or physical combat skill to harm an opponent. There are many modifiers that can affect your chance to do this (see Combat Modifiers, pg.42-43). Specific weapons may have other modifiers to take into account as well.

Block: (or Parry) Use this Action to deflect attacks. In general, this means stopping a SPECIFIC *Melee* or *Hand to Hand* attack in *addition* to your normal Defensive Roll. When Blocking an attack, make a *Hand to Hand* Defense or *Melee* Defense roll against the roll which your attacker already got past your defense roll. If the roll is successful, the attack is blocked. After being blocked, the attacker is put off balance, and must act after the target next phase regardless of normal turn order.

This is a good time to introduce the **Rock, Papers, Scissors Rule of Blocking.** As a general rule, certain defenses can be used to physically block certain kinds of attacks; against other attacks, these defenses are worse than useless. (You could lose an arm!)

As a rule of thumb, always remember:
- Wood damages Flesh
- Metal damages Wood
- Energy damages Metal

Dodge: Use this Action to make yourself harder to hit. Instead of attacking, you may declare that you are actively dodging and gain +3 to your Defensive rolls against all attacks that Phase.

Get Up: Use this Action to stand up after being knocked down.

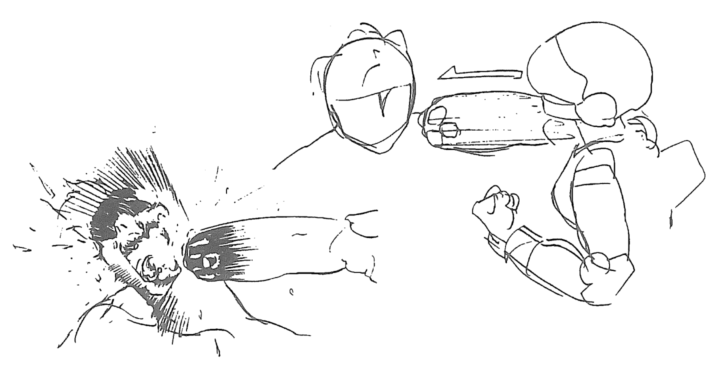
Grab: Use this Action to get a grip on an opponent, a weapon, a gadget, or something else. A successful Grab allows the attacker to hold, pin, choke or throw his opponent; he may also attempt to grab a weapon from his opponent's grasp. Use an Opposed Skill Roll check to see if you can break out of a Grab (use the STR Stat plus Hand to Hand, Athletics or Martial Arts (whichever is highest); the attacker suffers -2 to his roll. When Grabbed, both grabber and grabbee are -3 Defensive Combat to all other attacks. The grabber can choose to do his full STR in damage to the grabbee each turn.

Half Move: Allows character to move up to 1/2 of their move that phase, plus perform one other action at no penalty.

Full Move: Use this Action to take up to your full movement value each phase. You may not perform any other Action while making a Full Move.

Other Action: Use this Action for anything not covered by other Actions, like reloading, taking off your shirt, opening a door, or anything else you can think of. How long an Other Action takes is up to the Referee; they may well decide that what you describe takes several rounds to perform, or it may have modifiers on your Defensive Combat value. Some common Other Actions: reloading, drawing a weapon, getting into or out of a vehicle (or mounting or dismounting from a horse), transforming, and clearing a jammed weapon. All of these Actions take up your phase.

Throw: This allows the attacker to use a thrown weapon (grenade, bottle, mug, small car). The object must be liftable by the character, and may be thrown using the character's *Athletics* Skill. Improvised, non-aerodynamic objects can be thrown at at -4 penalty. If the character is throwing something larger than 4 square meters/yards (roughly 12x12), it can be treated as an *area* attack.



BASIC ACTION SUMMARY

Actions	Notes
Attack (Shoot or Strike)	Make Attack Roll (optionally, add modifiers); autofire attacks count as one Action. Kicks do +1D6 at -1 to hit.
Block	Stops any one attack with a successful Defensive Roll vs the Attacker's Offensive roll. You attack first next phase
Dodge	Makes you harder to hit against all attacks this phase—adds +3 Defensive Combat Roll , but you cannot attack
Get Up	Get up from being prone
Grab	-2 to perform; grab target or gadget; -3 Defense for *both*
Half-Move	Move up to 1/2 your Move, plus do one other action.
Move	Move full Movement, do nothing else.
Other Action [or Use a Skill]	Any single action not otherwise specified, such as reloading, mounting a vehicle, changing weapons, etc.
Throw	Throw one object (-4 if not made for throwing).

2

TURN SEQUENCE SUMMARY

Each Phase, roll one die and add your REF. During this 3-second segment, do the following:

[A] Choose Your Action	You have **1 Action** each Phase. These actions can be Attacks or involve other types of activity. If attacking go to [B]; if not, skip down to [D].
[B] Check Line of Sight	You can attack anything positioned forwards of your shoulders, as long as nothing else is in the way.
[C] Check Range	Each attack has a range, listed in meters/yards. If using figures, assume one figure is equal to 2 meters (or @6 feet) of range from top to base. If you are in range, you can attack.
[D] Resolve Action	See **Taking Action** [pg.38]. In general, roll 1die and add to your Stat+ Skill. If the action was an Attack, go to [E]. If not, go on to NEXT PHASE [F].
[E} Resolve Damage	If you hit, roll a number of 6-sided dice equal to the **Damage Class** (pg.45) of the Attack.
[F] Go to Next Phase	Start again with the process.

3 ADVANCED ACTIONS

These are other Actions you can take besides the Basic ones. Remember that even this list is only a fraction of the possible manuevers you may want to invent or add to your campaigns.

ADVANCED ACTION DESCRIPTIONS

Abort: Characters who are being attacked, and who have yet to take their turn, may 'abort' to a defensive maneuver (Block, Dodge, or Dive For Cover) using their *upcoming* action. Characters continue to do this defensive action until they can act again in the next phase.

Aim: This action allows you to improve your chances to hit with a ranged weapon (only). Each action taken aiming adds +1 to your attack, up to three actions total. Aiming assumes a steady, braced position, no movement, and a clear chance to track your target.

Disarm: On a successful Offensive roll, you have a chance to knock something from the opponent's hand at no penalty. The attacker gets a STR + *Hand to Hand* roll versus the defender's STR + *Hand to Hand* roll; if the attacker wins, the defender drops the weapon. Use the area effect table to determine where the weapon falls, with your opponent in the center.

Dive For Cover: This action allows you to get out of the way of explosions and area effect attacks. You make a Defensive roll (using an appropriate *Hand To Hand* or *Athletics* roll if allowed by the Referee), against a target number based on the distance being dived (+2 difficulty for every 1 meters). If the roll is failed, you didn't dodge fast and/or far enough and were caught by the effects of the attack.

Diving for cover can be performed by holding an action (just in case) or by aborting to your next action if you have not yet taken your turn.

ADVANCED ACTION SUMMARY

Actions	Notes
Abort	Interrupt opponent's turn to use a Defensive Action (Dodge, Block, Dive for Cover), at cost of your *upcoming* action this phase.
Aim	Each phase taken Aiming adds +1 to Attack, up to +3; no other Action possible
Disarm	Knock opponent's weapon from hand.
Dive for Cover	Avoid an area attack. Defender makes REF + Athletics (or combat) skill roll vs +2 difficulty per each meter/yard dived.
Draw & Attack	Draw weapon and attack in one Action. -3 Penalty to attack.
Entangle	Immobilize opponent until he can make a Escape.
Escape	Escape from Grabs or Entangles, using STR+Athletics (or combat) skill vs opponent's STR+Athletics (or combat) skill.
Haymaker	+3 dice damage, with -3 to hit.
Martial Strike	+1 Offensive Combat for every -1 die damage, up to number of dice in your Hand to Hand. Can also be used to *Spread a Blast*.
Martial Throw	Target knocked prone, takes damage, must spend 1 Action to get back up.
Move Thru/By	Full Move and HTH attack *during* movement or at *end* of move with a -2 penalty. Damage = STR + Move/5 dice; *you* take half of this as well.
Recover	-5 to Defensive Combat, get Recovery back in Stun
Sweep/Trip	Opponent falls; takes -2 penalty to his REF next phase, must spend an Action to get back up.
Wait	Wait for a chance to take your action or hold an action til later.

Draw & Attack: By declaring this action at the start of the round, you are effectively trying to "fast draw" on your opponents. This allows you to draw and use a weapon in *one* action, instead of the normal two, but imposes a -3 penalty on your attack.

Entangle: This allows the character to use any entangling type of attack (whips, nets, tentacles, etc) to immobilize an opponent. The attack is made using the skill for that weapon against the target's defensive roll. An entangled character must act as though a Grab has been successfully made; he cannot move or attack until he escapes.

Escape: This is the action of freeing yourself from physical holds, chokes, entanglements or simple traps (like snares or nets). This requires a separate roll using your STR+ *Athletics* (or *Hand to Hand* skills) against the holder's *Athletics* (or *Hand to Hand*) skills plus their Strength. *Example: Although Fox's* Athletics *is 7, her STR is only 3. Brick's* Athletics *is only 3, but his STR is 10 The extra 3 point edge easily allows Brick to hold Fox immobilized.*

If pitted against a **trap**, you will use your *Athletics* Skill against a Target number set by the Referee. On a successful roll, you are free of the hold and may move again. *Hand to Hand* or Tech-based Skills may also be used in default of *Athletics* if the Referee agrees.

Haymaker: You throw caution to the wind and put everything into a single full-out physical move (a swing, punch or blow). This gives you a damage bonus of +3 dice, but imposes a -3 penalty to hit (becuase you're not worrying about keeping your balance or aiming, etc.).

Martial Strike: An attacker with the Martial Artist Talent may trade damage for accuracy in his attack, doing less damage, but increasing his chance to hit. For every 1 dice less damage in the attack, increase your Attack Roll by +1. A character may not trade down more damage than he has dice in Hand to Hand. This does not, however, allow him to trade accuracy for damage! **Note:** A superheroic variation on this is called *spreading an energy blast*, and can be used to trade the dice power of a blast for accuracy.

Martial Throw: Instead of striking, a character with the Martial Artist Talent may declare he is *throwing* his opponent. The attacker makes a normal attack. If it is successful, he throws the target to the ground and does his normal Strength Damage. After being thrown, the defender is prone, and must act after the attacker next round regardless of their Initiative rolls. A thrown target may not use his Athletics skill to automatically roll to his feet; he must spend one action instead.

Move Thru/By: This action lets you use up to your full Move and make a *Hand-to-Hand* or *Melee* attack (only) at the *end* of that movement (a Move Through) or at any point along that movement (a Move By), at a penalty of -2. You do your Strength damage plus your MOVE divided by 5 in dice. You also take half that damage yourself.

Recover: Recovering gives you back STUN (and Endurance, if using that Derived Stat) equal to your Recovery score. If you choose to Recover for your action, you can do nothing else that phase. If you are hit, you lose your Recovery. You are at -5 DEX while Recovering.

Sweep/Trip: You put out a foot and send him sprawling. On a successful Hand to Hand roll, the attacker is knocked to the ground. He will be -2 to his next attack, you will gain +2 on your next.

Wait: Allows you to INTERRUPT another player's actions during their turn. Waiting is best used when you want to wait until an opportunity exposes itself. To Wait, you *must announce*, when your part of the phase comes up, that you are planning to Wait. The important word to include in this announcement is *until,* stating what condition must be met before you will act. An example might be, *"I wait until Bob moves."* or *"I wait until I can see the whites of his eyes."* If the conditions of your wait are not met, you must stand there, waiting, until the next round. When the specified condition has been met, you can elect to INTERRUPT someone else's action immediately; after all, this is what you have been waiting for. An example would be: "I wait until my opponent pops his head up from behind the wall, then I'll shoot." The moment your opponent pops up to shot at you (his action), you could then interrupt and fire. You need not roll to interrupt; it's automatic. This can also be used to cover an opponent—i.e.; hold a ready weapon on him—you interrupt his action (*BANG!*) if he attempts to escape.

MELEE & HAND-TO-HAND ATTACKS

Strike—this basic Attack Action includes punches and kicks, as well attacks using swords, clubs, knives and other melee weapons. In general, a strike can be defined as any attack made with a body part or that is powered by the strength of the body. The simplest Attack, it involves only four steps: **Facing, Range, Line of Sight and Modifiers.**

1 FACING & RANGE

Facing is the direction you are pointing. Since many Fuzion games are played "in head" (without maps), the standing rule is that you can clearly face anything that is positioned forward of your shoulders. When using a standard gaming hex map, characters "face" through any three adjacent sides of the hex they are standing in.

Range: Can I Reach Out and Smack It?

As a rule, Melee attacks can hit any target within 2m/yds of you; this defined as MELEE RANGE. Polearms and other long melee weapons can hit anything within 3m/yds of you; this is **EXTENDED MELEE RANGE** and is applicable only to these weapons.

2 LINE OF SIGHT: What's in the way?

Line of sight deals with whether anything's between you and your target. Line of sight can either be:

Clear There's nothing in the way; go ahead and swing.

Obscured There's something that may block a clear view, but won't block a swing, such as smoke, or darkness. You can't see who you're fighting (the enemy is invisible, in darkness, in ambush or because you're dazzled), each phase you must make a Perception Roll (Referee sets the Target Number) If the roll is successful, the penalty is –2 to all subsequent Offensive and Defensive Rolls you make that phase. If the roll is *unsuccessful,* the penalty increases to 4.

Blocked There's something in the way that you can't get through. Or, if the target is only partially blocked, swing at what you *can* reach. Determine how much is exposed, then modify your roll .

Cover	Modifier
Half Body	-1
Head and Shoulders Only	-1
Head only	-2
Behind someone else	-2

3 MODIFIERS: What Are My Chances to Hit?

Combat Modifiers take into account the conditions of the battle. Modifiers are always applied to Offensive Rolls. You may use some, none, or all of these rules:

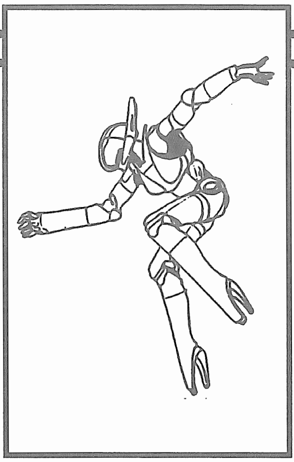
Situation	Modifier
Moving target	-1 per 10m/yd
Aimed body shot	vitals [-3] , head, hands, feet [-2] stomach, arms, shoulders, thighs [-1]
Blinded by light, dust	-4
Tiny Target (bullseye, 1-3")	-3
Small Target (1 foot or smaller)	-2
Improvised weapon (rock, bottle, small girder)	-2

A SPECIAL MODIFIER: Surprise! It's an Ambush!

An attack that surprises the target, such as an ambush or a backstab, gives the Attacker a +5 Offensive bonus for that attack (but no initiative bonus). To lay an ambush requires the following conditions:

- The opponent is ***unaware*** of your location and intention to attack. He may only detect you with a successful Perception roll.
- The opponent's attention is ***distracted*** or focused on another situation, such as another attack or a difficult task.

4 MAKING THE ATTACK



In combat, the Attacker combines his Skill in his chosen Weapon or Hand to Hand skill with his REF and a die roll to create an **Offensive Roll**. He may also have to add or subtract certain modifers from this Offensive Roll to determine the final outcome. *Example: an attacking character with a REF Stat of 5 a Hand to Hand Skill of 6 and a die roll of 6 has a Offensive Roll of 17. A -2 modifier for an aimed shot in turn brings this down to 15.*

The Defender combines his DEX, *Athletics* (or *Martial Arts*) skill and a die roll to produce a comparable **Defensive Roll.** *Example: a character with DEX of 4, an* Athletics *skill of +6 and a die roll of 3 has a Defensive Roll of 13.* The two rolls (Offense and Defense) are compared. If the Offensive Roll is equal or greater than the Defensive Roll, you hit!

A Built-In Modifier: Weapon Accuracy

Weapon Accuracy [WA] reflects the difference in quality between weapons, and their effect on their user's abilities; the better and easier to use the weapon, the better you use it (and the worse the weapon...). WA's are not always used in Fuzion games, as their use varies from campaign to campaign. However, they are in play in *Bubblegum Crisis,* so you'll find them listed in the description of the weapon. To use them, just apply the WA to your Offensive Combat roll as with any other modifier.

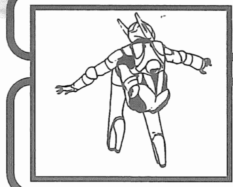
MELEE WEAPON DAMAGE

The weapons list on page 141 includes typical melee weapons found in 2033. This table not only lists the weapon's Cost, but its accuracy Modifier and its **Damage Class range** (how many 6 sided dice it throws for damage); damage caused by any **strength-powered weapon** (like a sword, mace or bow, or animal teeth and claws) or a **part of the body** is determined by the *Strength* of the attacker, with fists doing one DC of Stun damage for each point of Strength the attacker has (a kick does an extra DC on top of your STR, but suffers a -1 Offensive Roll penalty). *Example: my Strength is 5; this means I do 5 dice (DC5) with my fists, 6 for a kick.*

Unlike body parts (and teeth and claws), strength based attacks using **weapons** have a maximum damage each weapon can do. This value is equal to the weapon's listed Damage Class (DC). You can do as many dice of damage with a melee weapon as you have points of STR, *up* to this maximum listed DC. (Melee weapons don't make you *stronger*, they just convert Stun damage to Killing Damage.) *Example: my short sword has a DC of 4. With a strength of 2, I could only do 2 dice with it. But with a strength of 6, I could only do a max of 4.*

Optional—Minimum Strength: This is the minimum Strength at which you can use the weapon with no penalty. It is equal to the weapon's listed Max STR/2 (round up halves). Below this level, you take a -1 Reflex penalty for every -1 STR. *Example: Aunt Meg, STR 2, tries to use a Great Axe with a 5 STR Min. She'll only do 2D6 damage when she hits, and will take a -3 Offensive penalty.*

RANGED COMBAT



Ranged Combat occurs whenever you shoot at something. Any ranged weapon or attack can be "shot"—energy beams can be shot from a superhero's hands, bullets can be shot from a gun, stones can be shot from a sling. In general, if it strikes the target from a distance, it's Ranged Combat.

1 LINE OF SIGHT: Is there anything in the way?

Line of sight deals with whether anything's between you and your target. Line of sight can be:

Clear There's nothing in the way; go ahead and shoot.

Obscured There's something that may block a clear view, but won't block an shot, such as shrubbery, smoke, or darkness. If a character can't see who they are fighting (enemy is invisible, in darkness, behind cover, in ambush or the character is dazzled), each phase they must make a Perception Roll (Target Number determined by the Referee) On a successful roll, the penalty is -2 to all Offensive and Defensive Rolls that phase. This increases to -4 with an unsuccessful roll.

Blocked There's something in the way that you can't shoot through. If the target's only partially blocked; you can try to attack what you *can* reach. Determine how much is exposed, then reduce your Offensive Roll:

Cover	Modifier
Half Body	-2
Head and Shoulders Only	-3
Head only	-4
Behind someone else	-4
Target prone	–2
Target crouched or kneeling	-1

2 RANGE: Is it Close Enough to hit?

In Fuzion, "shooting" ranges aren't based on how *far* the gun can shoot, but on how easy it is for a marksman to clearly see a target (if you can't see it, you can't hit it no matter how far your gun can reach).

This means that weapon ranges tend to overlap until they reach their Extreme ranges; as reflected in the table below. The Modifiers for each range are listed in [brackets] as well:

Melee **[+0]** Within 2m/yds or less of the target. This is also basic Melee and Hand to Hand range.

Close **[-2]** Within 10m/yds of the target.

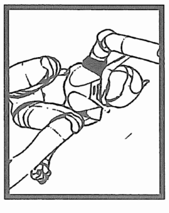
Medium **[-4]** Within 50m/yds of the target.

Long **[-6]** 51m/yds up to the listed range of the weapon.

Extreme **[-6, plus -1 for every full 50m/yds *past* listed Range.** If listed range is < 50m/yds, -4 applies to distances between listed range and Extreme range.] This can be "bought down" by aiming, using scopes, bracing and other things. *Example: a rifle has a listed Range of 400 m/yds. If I shoot something at 600m/yds, that raises the range modifier from -6 to -10).*

NOTE: Mecha multiply above ranges by 10; i.e. 10m/yds=100m/yds.

3 #SHOTS & RATES OF FIRE:



Unlike Melee weapons, most ranged attacks have a limited number of **Shots** (arrows, bullets, charges, etc.); this will usually be listed in the attack's description.

Rate of Fire [ROF] is how many times the attack can be "shot"in a 3 second phase. Most ranged weapons have an ROF of 1 or 2, but others may have the capacity for automatic fire and ROFs of 20 or more. Like Shots, this will also be listed in the attack description.

4 MODIFIERS: What Are My Chances to Hit?

Combat Modifiers take into account the conditions of the battle. Modifiers are always applied to attack rolls. You may use some, none, or all applicable modifiers to make the combat in Fuzion more exciting and realistic.

Situation	Modifier
Moving target	-1 per MOVE of Target
Target silhouetted	+2
Vehicle mounted, no turret	-4
Aimed body shot	vitals [-6] , head, hands, feet [-4] stomach [-3], arms, shoulders, thighs [-2], chest [-1]
Firing shoulder arm from hip	-2
Aiming	+2 per turn
Braced	+2
Tiny Target (bullseye, eye, vital area)	-6
Small Target (less than 1m/yd, head, limb)	-4
Large Target (trees, cars, large animals, etc.)	+2
Very Large Target (trucks, planes, walls, side of barn)	+4
Surprise Attack (see Surprise pg 42 for details)	+5
Target Prone	-2

A Built-In Modifier: Weapon Accuracy

Weapon Accuracy [WA] reflects the difference in quality between weapons, and their effect on their user's abilities; the better and easier to use the weapon, the better you use it (and the worse the weapon...). WA's are not always used in Fuzion games, as their use varies from campaign to campaign. However, they are in play in *Bubblegum Crisis*, so you'll find them listed in the description of the weapon. To use them, just apply the WA to your Offensive Combat roll as with any other modifier.

5 MAKING THE ATTACK

In combat, the Attacker combines his Skill in his chosen Weapon with his REF and a die roll to create an Offensive Roll. He may also have to add or subtract certain modifers (such as range, cover, etc.) from this Offensive Roll to determine the final outcome. *Example: an attacking character with a REF Stat 5 a Firearms Skill of 6 and a die roll of 6 has a Offensive Roll of 17. A -2 modifier for range in turn brings this down to 15.*

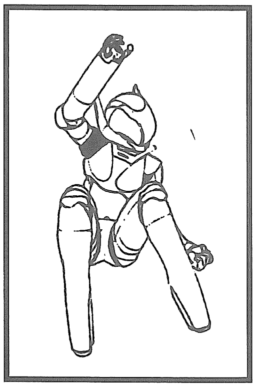
The Defender combines his DEX, Athletics skill and a die roll to produce a comparable **Defensive Roll.** *Example: a character with DEX of 4, an Athetics skill of +6 and a die roll of 3 has a Defensive Roll of 13.* The two rolls; Attack and Defense, are compared. If the Offensive Roll is equal or greater than the Defensive Roll, the attack succeeds. (*As our attacker does in the above example.)*

Vehicles: When attacking a vehicle, the attacker will use his skill with the appropriate vehicle weapon or vehicle attack skill (such as *Gunnery* or *Heavy Weapons*). He attacks as usual, opposing his target's skill in controlling the vehicle (such as *Driving* or *Piloting*). The resolution is completed the same as all other Combats.

Targeting Against Range: Sometimes, you need to hit an apple, or a tree or something else without Skills or Stats. In these cases, the Referee will set a Task Difficulty based on the range.

Melee (2m/ydsor less)	4
Close (10m/yds or less)	8
Medium (50/yds or less)	12
Long (out to listed range of weapon)	16
Extreme (beyond listed range)	16, +2 per +100m/yds

SPECIAL RANGED ATTACKS



6 AREA EFFECT ATTACKS

Area Effects are attacks (Energy Blasts, Explosions; Shotguns, Flamethrowers, Stun Fields, Gas and other effects) that strike an area rather than a character. The area affected depends on the kind of attack made and will always be described as part of it's description or construction. The attacker rolls against a Target Number assigned by the Referee (see 5). All characters in the area of the attack take the same damage.

Typical Area Effects	Effect Radius
Shotgun (per barrel)	1m/yd
Grenade (per die of damage)	1m/yd
Explosive (per die of damage)	1m/yd
Flamethrower (per die of damage)	1m/yd
Heavy Weapons (30mm and above, per Kill damage)	2m/yds
Kill-level Weapon (per Kill of damage)	2m/yds

Roll	Result
1-2	landed short of target.
3-4	landed behind target.
5	landed to right of target.
6	landed to left of target

If the character misses his Attack Roll, the center of the attack shifts 1 m/yd for every 1 point the Attack Roll was missed by. Roll 1D6 to see which direction the center of the attack scatters and consult the **AREA EFFECT TABLE.** Then roll 1D6 to determine how many meters/yards the round fell in that direction.

7 AUTOFIRE: ATTACKS

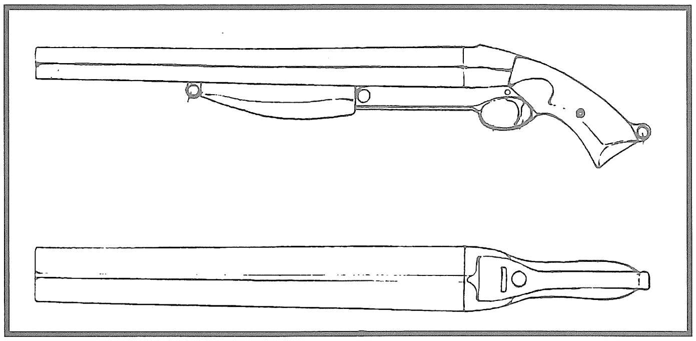
Shooting a lot of something (bullets, fireballs, etc.) in one attack is called autofire. Many guns, superpowers and other ranged attacks have the possibility of using the autofire option (this is defined by the weapon or power used). In autofire, the weapon (or attack) fires as fast as it can in a 3 second turn. This is called a "rate of fire" **[ROF]** and is usually defined as part of the weapon or attack.

Autofire allows for a wide variety of combat techniques:

Burst: A burst is a limited autofire attack, usually 3 shots. Since the weapon isn't bucking around as much, there is no attack penalty. Make an Offensive roll; if the defender fails his roll, he takes 1D6/2 bullets.

Hosing them down: When using autofire against a **single target**,a normal attack roll is made; for every 1 point the attack succeeds by, one shot hits, up to the maximum number of shots fired. The catch? There is a -1 attack penalty for every 10 shots fired (since your gun is jumping around so much).

Multiple Targets: An autofire attack can also be directed against several targets at once. The attack must be directed into an area called a **fire zone**, and the width (in meters) of the fire zone must be specified at the time of the attack. The total ROF of the attack is divided by the total number of meters in the fire zone (round down), and this becomes the total number of rounds that can possibly hit a target in that zone.The attack is made as above, with each target making a Defense Roll against the attacker's single Offensive roll; for every 1 point the attack succeeds by, one shot hits, up to that maximum amount. *Example: I fire into a 10 meter area with 30 rounds. (30 divided by 10 = 3). Sue, Bob and Harry each make a Defense Roll gainst my Offense roll of 12 totalling 13, 11 and 7 respectively. Sue is missed, Bob takes two rounds, and Harry (although he loses by 5), only takes three because that's all that's entered his part of the fire zone.*



8 ARCHERY ATTACKS

Bows are a special category of ranged attack because they're Strength-based ranged attacks. Bows do 1 point of damage and have 20m/yds of range for every 1 STR, with a maximum of 7. Compound bows and longbows have a maximum of 10. Crossbows work like normal firearms.

UNIVERSAL WEAPON DAMAGE TABLE

The following list all of the classic weapons, both ranged and melee, that can be found in modern and near-future genres. This is by no means an exhaustive list, but it works as a benchmark with which to establish your own guidelines.

Modern Ranged Weapons

Weapon Type	DC (Kills)
Light Pistol (.22)	3
Medium Pistol (9mm)	4
Heavy Pistol (.357, 10mm Auto)	5
Magnum Pistol (.44)	6
Shotgun (20-Gauge buckshot)	5 Area Effect
Shotgun (12-Gauge buckshot)	6 Area Effect
Shotgun (10-Gauge buckshot)	7 Area Effect
Magnum Hunting Rifle (.458)	9
Mini Submachinegun (7.65mm)	3
Submachine Gun (9mm)	4
Assault Carbine (.30)	5
Assault Rifle (5.56mm)	7
Battle Rifle (7.62mm)	8
Machine gun (.50 cal; 12.7mm)	10
Vulcan Gun (20mm)	12
Autocannon (30mm)	14 (1K)
Recoiless Rifle (60mm)	15 (2K)
Light Cannon (90mm)	16 (3K)
Tank Cannon (120mm)	17 (4K)

Exotic Ranged Weapons

Weapon Type	DC
Infantry Laser Gun (Bazooka-shaped)	12
Man-Portable Railgun	14 (1K)

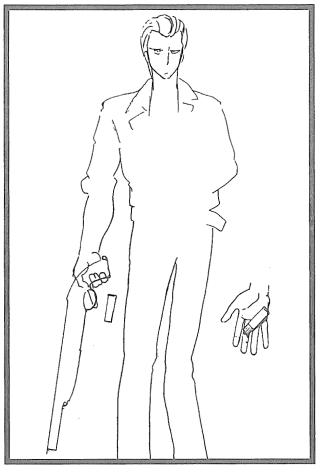
Modern Melee Weapons

Weapon Type	DC
Dagger or Pocket Knife	2
Combat Knife	3
Shortsword	5
Saber or Katana	7
Big Honking Sword	8
Chainsaw	8 AP (see p.50)
Club or Baseball Bat	5
Nunchucks or Tonfa	5 Quick (see p. 50)
Quarterstaff	6
Polearm	7

DAMAGE

So far, we've been concentrating on how to do things in Fuzion. Now, we're going to tackle stuff you *won't* want to do; like get hurt, knocked out, or even killed—in short, DAMAGE.

1 DAMAGE AND DAMAGE CLASSES (DCs)



Damage is an abstract measure of how much something can be harmed before it is either killed, destroyed or bludgeoned into unconsciousness.

In Fuzion, all damage is measured in **six sided dice**, with each "D6" representing a unit called a **DAMAGE CLASS (or DC)**. *Example: 1D6 is Damage Class 1 (or DC1).*

Each point of DC represents one six sided die when rolling for damage. You roll the specified number of dice, add the results together, and the total is the amount of damage done to your target: *Example: I have a DC3 handgun. I roll three dice and get a 5, a 6 and a 3. I do 14 points of damage with that attack.*

Determining the DC of an Attack

As has already been discussed, damage caused by using **parts of the body** or any **strength-powered weapon** (like a sword, mace or bow, or animal teeth and claws) is determined by the *Strength* of the attacker, with fists doing one DC of Stun damage for each point of Strength the attacker has (a kick does an extra DC on top of your STR, with a -1 penalty to hit).

Melee weapons also have a maximum damage value which is equal to the weapon's listed Damage Class (DC) in killing damage. You can do as many dice of killing damage with a melee weapon as you have points of STR, *up* to this maximum listed DC. Furthermore, the minimum Strength at which you can use the weapon without penalty is equal to the weapon's listed Max STR/2 (round down halves). Below this level, you take a -1 REFlex penalty for every -1 STR.

Most **ranged attacks** require no physical strength to operate (guns, blasters, energy bolts), so always cause damage based on the attack's **DAMAGE CLASS, [DC]** as listed in its description.

2 HITS & STUN

But what is the damage taken from? That's where Hits and Stun come into play.

In Fuzion, all living things have **HITS**; points which represent how much damage they can take. A character generally has as many Hits as his BOD stat x5. One point of damage from a **weapon** or attack will remove one Hit.

Living things also have **STUN** points; a measure of how much damage they can take before they pass out from pain and shock. One point of damage from a body blow or stunning weapon will remove one point of Stun.

Finally, *inanimate* objects have **STRUCTURAL DAMAGE POINTS (SDP)**, which measure how much damage they can take before they are rendered non-functional or destroyed.

Now that we've got that worked out, let's see how we apply damage to those Hits and Stun.

3 DAMAGE TYPES & EFFECTS

There are two kinds of damage that you can take from an attack; STUN DAMAGE and KILLING DAMAGE.

STUN DAMAGE is damage that creates pain and shock, but not *serious* injury. It's "fistfighting" damage, impacts done with the parts of the body, such as hands, feet, head (or if you have them, tails, tentacles and other blunt body parts). As a general rule, if it's part of the body and isn't sharp, it does Stun damage (the exception to this rule is futuristic "stun" weapons or "stunning" attacks).

> Stun damage is always subtracted from your character's pool of STUN points, *after being reduced by your character's PD.* **When his STUN points are at 0, his body will react by shutting off the pain—and passing out.**

KILLING DAMAGE, on the other hand, is serious injury that can maim or kill. Anytime you are hit by a weapon, even if it's just a club, you will take Killing damage. In addition, any sharpened part of the body (fangs, claws, horns, etc), can also do killing damage.

> Killing damage is always subtracted from your character's pool of Hits. **When this is reduced to zero, your character is dying (see below).**

IMPORTANT TIP: *Avoid Dying.* It really puts a crimp in your roleplaying.

Collateral Damage

Since killing damage also causes a fair amount of pain and shock, you'll take **1 Stun point for every 1 Hit** you lose, until you run out of Stun points (but don't forget your PD). And sometimes a Stunning blow is powerful enough that a small amount of serious damage is also done, equal to **1 points of Killing damage for every 5 points of Stun.**

Stun Rollover

When you have lost all of your Stun points, any *subsequent* Stun damage you take will continue to convert into Killing damage at the 1/5th rate, reducing your remaining Hits—If you're beaten senseless and the beating *continues*, you could well be beaten to death!

Stunned

If you take more than 1/2 of your total Stun in one attack, you are Stunned. A Stunned character cannot act in the next phase and is -5 to all Stats, he cannot move, and he may take no other actions. You will remain stunned for one phase, becoming "unstunned" next phase.

Knocked Out

Your character is knocked unconscious whenever:

(1) YOUR STUN IS REDUCED TO 0: you are automatically unconscious. You are effectively knocked out, but will regain consciousness once you have recovered enough Stun to put you back over 0 again.

(2) THE HITS taken are more than your **RESISTANCE** (SEE PG. 27).

Impairing Wounds

Whenever your HITS have been reduced enough, you will become **impaired.** At half of your total HITS, *all* of your Stats will be reduced by 1 point; at one quarter of total, they will be reduced by 2 points.

DEAD. MORT. FINITO.

When you reach 0 Hits, you are dying. You will be aware of your environment (assuming your Stun is still above 0) and may even be able to choke out a brief dying speech (although you can do nothing else). You lose 1 Hit (in shock and blood loss) per phase—when you lose up to 2x your Body Stat, you are dead.

ARMOR VS DAMAGE

4 STRUCTURAL DAMAGE POINTS (SDP)

"Soft targets" like living things take damage differently than "hard targets" (structures and vehicles). In Fuzion, inanimate structures, vehicles and other non organic objects (commonly called "hard targets") have **Structural Damage Points** instead of Hits. SDP is different from Hits, but works the same way—one point of damage from a weapon will remove one SDP.

5 OPTIONAL: RANDOM HIT LOCATIONS

Where you hit can often be just as important as whether you hit. While Fuzion usually uses a single pool of points to determine how much damage or stun your character can absorb, individualized hit locations do play a part in determining the severity of that damage (getting hit in the head, for example, is far more lethal than being hit in the arm). Hit locations also help determine if armor is being worn over a particular area or not; useful if you neglected to wear your power armor's helmet this morning! They are also used to determine the Hit Modifiers for attacking a specific area.

When using the **Hit Location Chart** below, roll three six sided dice and modify damage as appropriate. Note that damage is multiplied AFTER penetrating armor:

3D6	Location Hit	Effect (after armor)	Hit Modifers
3-5	head	double damage	-4
6	hands/forepaws*	half damage	-4
7-8	arms/forelimb*	half damage	-2
9	shoulders	1x damage	-2
10-11	chest	1x damage	-1
12	stomach	1.5 x damage	-3
13	vitals	1.5x damage	-6
14	thighs	1x damage	-2
15-16	legs/hindlimb*	half damage	-4
17-18	feet/hindpaws*	half damage	-4

* if it isn't obvious, roll 1die: even=right, odd=left

6 KNOCKBACK

Such mighty blows are delivered in some types of combat (especially between superheroes, giant robots and kung-fu action heroes), that the combatants are often knocked all over the battlefield. This phenomenon is known as **Knockback** (in it's realistic form, it becomes **Knockdown**).

To determine the amount of knockback characters take, subtract the BODY stat (or KILLS) of the targeted character from the total DC (or KILLS) of the attack. For every DC remaining, the character is knocked back one knockback "unit." The unit of measurement is determined by the style of campaign—

Campaign Style	Knockback unit (in meters/yds)
Competent (realistic style)	you're just knocked down
Exceptional (realistic elite; SWAT, etc.)	1/2
Incredible (action TV show style)	1
Legendary (action movie style)	2
Superheroic (mythic, comic book style)	3
Cosmic (cosmic, godlike style)	4

Note: MEKTON Z mecha replace meters with 50m hexes.

—then applied by moving the character that far straight back from the impact. In the event that something's in the way, move on to the section on COLLISIONS (pg.47) and see how badly you were hurt. **Note:** If using Kills vs Body, convert Kills to DC at a ratio of 1Kill=14DC, plus 1 for each additional Kill; if it's DC vs Kills, there is no effect until you reach 14 DC, then add 1 Kill for each *additional* DC.

7 DEFENSE & ARMOR

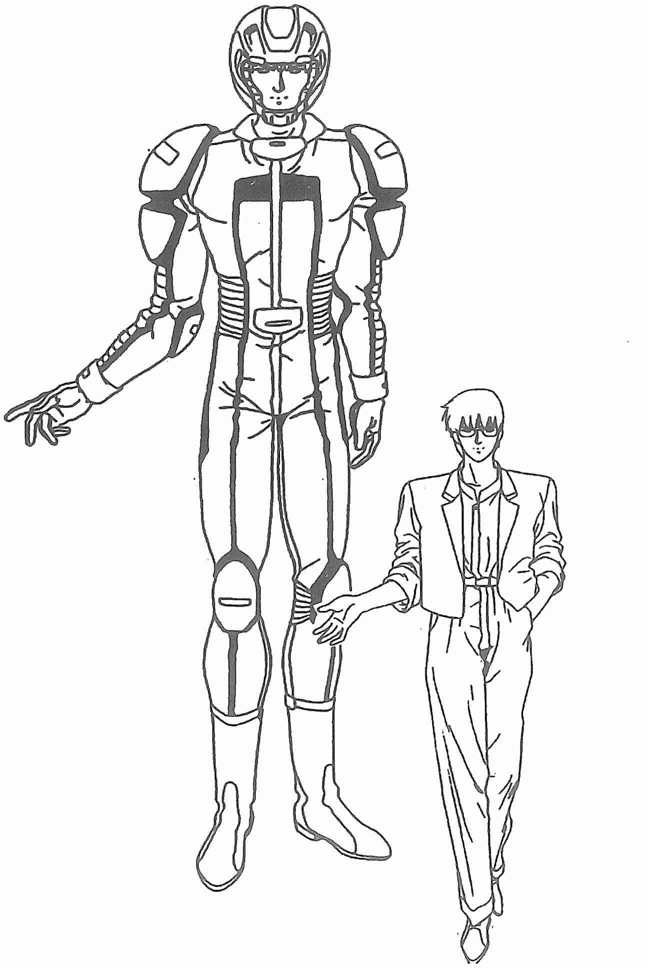
So how do you avoid getting knocked out or killed? The first way is to just stay out of the way; use your Skills and Stats to make successful Defense Rolls [pg.38]. But if that doesn't work, you've still got another option: use a DEFENSE.

A Defense is anything that gets between you and the Damage first; clothing, armor plates, scales; even energy fields that deflect or absorb damage. All defenses have a value which is subtracted on a point for point basis from damage *before* it is taken from your Hits or Stun;

Armor is the best line of defense, you use that whenever possible. While most Armor provides Physical Defense, other types can protect against energy attacks (ED), Mental attacks (MD) or even sorcery (SD)! Armor reduces damage just like any other defense, and will stop both Stun and Killing damage.

Your **natural physical toughness** (the **Physical Defense** on your character sheet) is your next defense, but will *only* stop Stunning Damage. You'll use this as a last resort, and mostly in fistfights and other non-lethal engagements. *Example: My CON is 5, giving me a PD of 10. If 15 points of Stun hit me, only 5 (15-10) would get through.*

Layering Armor: Since armor stops damage, you'll probably want to stack up on as much of it as your character can afford. But armor also has an **Encumbrance Value (EV)**, which is added to all other armors on the body for a total. This total is then subtracted from your Combat Stats (DEX, REF and MOVE), making you easier to hit. In addition, you may never wear more than 3 layers of armor at any one time; it adds **+1 EV per extra layer**, turning your arms and legs into sofa cushions!



THE ENVIRONMENT

Guns and swords aren't the *only* thing that can hurt you. The world is full of potential dangers; falls, illness, drowning, even being hit by lightning. All of this falls under the heading of the ENVIRONMENT and is discussed below.

1 Cumulative Environmental Effects: Shock, Poison/Drugs, Burns, Disease and Asphixiation.

Each of these are effects of the environment that harm you through *accumulation;* shock and poison by continual damage to your body or will, asphixation through accumulated starvation for air.

ELECTRICITY AND FIRE are always ranked by intensity of the effect (Referee's decision), with damage occurring each phase you are exposed to the source.

TYPE	MILD	INTENSE	DEADLY
DC	DC1-4	DC5-10	DC11-20
ELECTRICITY	Battery	Wall socket	Lightning Bolt
FIRE	Wood Fire	Gasoline Fire	Thermite

Like electricity, Poison & Drugs are ranked by the power of the drug or poison. Damage effects occur each minute, not phase, while Illness takes place over days, weeks or even months (Ref's choice).

	TYPE	MILD	STRONG	POWERFUL
	DC	DC1-4	DC5-10	DC11-20
EXAMPLE	POISON	Belladonna	Arsenic	Stonefish Venom
	DRUG	Alcohol	Sodium Pentathol	LSD
	ILLNESS	Measles	Pneumonia	Plague

A DRUG OR POISON need not be *fatal;* sleep or "truth drugs" also work by accumulation; "damage" is subtracted from different point pools depending on the type of effect. *Example: Madigan administers a strong dose of Mind Control Serum (DC5) to Nene, hoping to find out the Knight Sabers' secrets. Each turn, the drug does 5 to 30 points to Nene's Resistance. At 0, she gives in.*

EFFECT	TAKEN FROM
Sleep drugs	STUN
Poisons	HITS
Mind drugs	RESISTANCE

ASPHIXIATION: This does 3DC per Phase, taken off of your Hits. Sitting quietly, you *can* hold your breath up to 1 phase for every 2 points of Endurance (a tough character could hold his breath for about two and a half minutes.). If activity, such as swimming or running is required, this cost rises to 4 pts of END/phase.

2 Instantaneous Effects: Falling & Collisions.

These are all types of damage that come from hitting something at high speed.

FALLING: Using the table at right, compare the closest approximate weight of the object to the closest distance fallen (shaded top portion of the table). The result is how many DC are taken (1K=14DC, plus 1DC per additional KILL added). Note that at *terminal velocity,* you will have *no* increase in speed or damage.

COLLISIONS: Compare the weight of the object to its closest approximate speed. The result is the DC done.

RAMMING: If **head on**, *add* the speeds of both objects together and compare the weights of each to that speed; the result is the damage done to the opposing object. If a **side ram** or **swipe**, treat as a collision (above). If **rear ended**, *subtract* the speed of the object in front from the speed of the trailing object, then treat as a head on ram.

	FALLING DISTANCE (METERS OR YDS)	0-10	11-30	31-60	61-100	101-150	TERMINAL VELOC.					
	SPEED (KPH OR MPH)	up to 5	up to 10	up to 25	up to 50	up to 100	up to 200	up to 400	up to 800	up to 1600	up to 3200	up to 6400
WEIGHT OF OBJECT	<50 LBS	1	2	4	6	8	10	12	1K	2K	3K	4K
	50 LBS	2	4	6	8	10	12	1K	2K	3K	4K	5K
	100 LBS	4	6	8	10	12	1K	2K	3K	4K	5K	6K
	200 LBS	6	8	10	12	1K	2K	3K	4K	5K	6K	7K
	400 LBS	8	10	12	1K	2K	3K	4K	5K	6K	7K	8K
	800 LBS	10	12	1K	2K	3K	4K	5K	6K	7K	8K	9K
	1600 LBS	12	1K	2K	3K	4K	5K	6K	7K	8K	9K	10K
	1 TON	1K	2K	3K	4K	5K	6K	7K	8K	9K	10K	11K
	2 TONS	2K	3K	4K	5K	6K	7K	8K	9K	10K	11K	12K
	4 TONS	3K	4K	5K	6K	7K	8K	9K	10K	11K	12K	13K
	6 TONS	4K	5K	6K	7K	8K	9K	10K	11K	12K	13K	14K
	8 TONS	5K	6K	7K	8K	9K	10K	11K	12K	13K	14K	15K
	10 TONS	6K	7K	8K	9K	10K	11K	12K	13K	14K	15K	16K
	20 TONS	7K	8K	9K	10K	11K	12K	13K	14K	15K	16K	17K
	40 TONS	8K	9K	10K	11K	12K	13K	14K	15K	16K	17K	18K
	80 TONS	9K	10K	11K	12K	13K	14K	15K	16K	17K	18K	19K
	100 TONS	10K	11K	12K	13K	14K	15K	16K	17K	18K	19K	20K
	+100 TONS	11K	12K	13K	14K	15K	16K	17K	18K	19K	20K	21K

NOTE: 1K=14DC. Each additional Kill adds 1 DC.

UNIVERSAL VELOCITY TABLE ▲

RECOVERY

Assuming you aren't reduced to vapor in an unfortunate accident, the next step is to get better. That's where RECOVERY comes into play.

1 GETTING BETTER

Stun

RECOVERY FROM STUN DAMAGE: Your Recovery Stat determines how fast your character recovers from Stun damage. He will get back this many Stun points each phase he rests.

Waking Up: Once you're knocked out, you may stay that way for only a few moments or for a long time. The simplest method is to say that you stay unconscious for the duration of the battle. The Referee may have you make a CON + *Concentration* roll against a Difficulty equal to the number of Stun you've taken beyond your total; if you succeed, you wake up with 1 Stun. If you fail, you're out for as long as the Referee deems fit (1D10+10 minutes works well).

Wounds (Lost Hits)

RECOVERY FROM KILLING DAMAGE: Your Recovery Stat also determines how fast you regain Hits. For every 24 hours you spend resting and with medical care, you will recover as many Hits as your Recovery score. Example: *I am wounded, taking 30 hits. My Recovery is 10. I will be back to my full hit level in 3 days.*

Optional Rule: Realistic Recovery rates:

Though this isn't as much fun, realistically it should take much longer to heal back from serious injury. In this case, a realistic rate would be to recover your Recovery rate in Hits every week that you are laid up; the above example would take three weeks of medical care.

Death

Saving a dying character is still possible. Another character, making a successful Physician or first aid skill roll can stabilize you at any point beyond 0. The Difficulty for this task is 2x the number of Hits beyond 0. Example: Lazarus, is now at -7 Hits. To save him, Fox must make a Medical skill roll against a Difficulty of 14 (2 x 7).

VEHICLE & MECHA CONCEPTS

Vehicles. Planes, trains, automobiles; they're easy to classify. But what about space stations, cosmo ray-beam projectors, giant robots or sexy skintight powered armor suits? Where do *they* fit in? Are *they* Vehicles? Gadgets? Armor? Inventions?

Luckily, the Japanese, who *love* technology, have given the lexicon of high tech the perfect term: **MECHA.** Derived from the word *mechanism,* Mecha are *any* complex machine that requires some type of pilot or operator. Mecha include cars, planes, helicopters,ships, spacecraft, giant robots, *powered* armor, and more.

1

BASIC CONCEPTS

Although these rules don't deal with the actual process of constructing your own mecha (this may vary from campaign to campaign) all "mechanism" designs involve the same elements:

ARMOR: Most mecha have armor to provide physical or other types of defense. *Example: The D.D. Airborne Battlemover has a Physical Defense of 100 in it's mighty armored hull plates, which translates to 2 Kills of PD (see the next page for an explanation of Kills).*

MANEUVER VALUE [MV]: How responsive the mecha is to its pilot or operator. The MV value is applied to the pilot's REF (& DEX for Powered Suits) whenever Actions are taken or Initiative rolled.

MOVEMENT: The way the mecha gets around (if it can). Usually expressed as a MOVE stat, but different types of Movement may be employed by the same mecha; these are detailed in their descriptions. *Example: A Motorslave can drive like a motorbike (Surface MOVE 22), fly like an aerodyne (Effectively Surface MOVE 18) and run like a person (Running MOVE 25).*

SENSORS: Vehicles with transparent canopies usually don't rely on computerized information, but machines whose cockpit is enclosed by armor needs sensor systems. If such a machine loses its sensors in battle, its pilot suffers -4 to all combat rolls.

STRUCTURE: As non-living devices, mecha record their hits as either Structural Damage Points (SDP) or **KILLS** (a unit of measure describing particularly large or tough mechanisms).

STYLE: Interestingly enough, a cool enough mecha can actually add to its operator's Personality (in the way that a Ferrarri can enhance *anyone's* cool). This is always expressed as a bonus to the pilot's PER stat.

WEAPONS: Many mecha have built-in or carried weapons. These operate much as other weapons do, but often, due to their large size and awesome power, are measured in a special damage ratio called KILLS (see Section opposite).

WEIGHT: Most mecha, being complex machines, weigh a fair amount. This is usually measured in kilograms or metric tons.

Special Systems:

These are special systems that are unique to certain mecha designs. If present, they are always outlined as part of the mecha's description for the individual campaign.

TRANSFORMATION: Certain types of mecha can change from one form to another, or otherwise vary their configuration to achieve different effects. This takes 1 Action and is usually part of the mecha's description; the transformer's abilities are also usually listed with this description.

AUTOMATED OR INTELLIGENT SYSTEMS: These are highly advanced computers that can operate the mecha independent of a human pilot. These are generally described as one or two stat "characters" (INT and REF for example), unless they are intended to be fully realized artificial intellects.

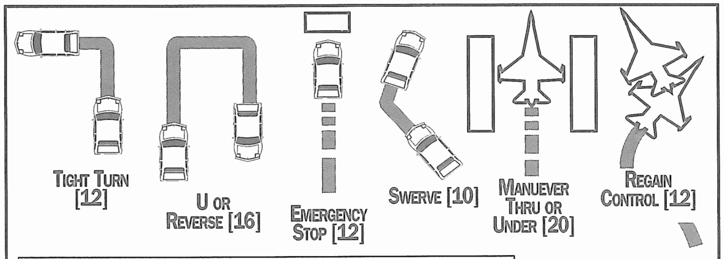
SYNCHRO-SYSTEMS: These are systems that react or interface with their human operators to a level where they actually enhance their performance. Synchro systems usually give a bonus to their pilot's REF and/or DEX stats or WA.

2

MANEUVERS

Every time you try to make a mecha do something it isn't regularly designed to do, it will require a Maneuver roll.

This is done by combining your REF+Piloting (or appropriate Skill for controlling the mecha), and a die roll vs a roll and a difficulty based on the type of manuever you're making (see table below), plus any appropriate modifiers for weather, driver or road conditions.



ADD 2 FOR EVERY POINT OF MOVE OVER HALF OF FULL MOVE OF VEHICLE.

If the manuever isn't described above, pick the closest appropriate one to work from. If the roll is successful, you will be able to pull the maneuver off. If not, you will lose control. In a **walking unit**, you'll just fall over; you must then get back up. In a **ground unit**, this will be a *skid* (miss by 4 or more and you'll continue straight for 1D6 meters per 10mph) or *spin* (miss by 4 or less; treat as a skid, but roll 1D6 to determine new facing: 1=backwards. 2=forwards. 3-4=facing right. 5-6=facing left.). In an **aircraft,** you will probably stall (miss by less than 4) or spin (miss by 4 or more). Both require a roll be made to regain control. It's a Target Number of *18* to Regain Control from a spin, and look out for that ground thing coming up at you ...!

3

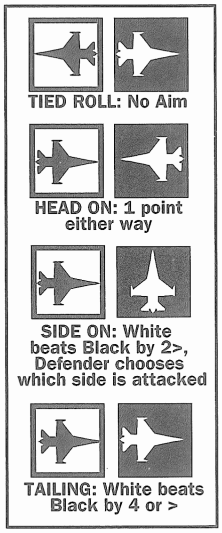
DOGFIGHTING

Sometimes, the best option is to outfly your opponent; to count on a combination of innate skills and your vehicle's ability to maneuver (its MV).

Start by determining the position of the combatants at the start; is one closing on the other, or are they headed right at each other? This **intercept** can be determined by making a *Perception* roll on either side with the high roll choosing positions, or at the Referee's discretion.

To find out the **result** of an aerial or space dogfight, each participant rolls their Piloting Skill+REF+Roll plus their vehicle's Manuever Value. The player with the *highest* roll has the **Advantage** position, based on how many points they won the roll by. The result is compared with the chart on the left; the player who has won can shoot or flee at his option. The key position is the Tailing one; because it adds +2 to your Offensivive Combat roll that phase.

To break off a dogfight requires either mutual agreement, or one player making an escape. The player with the current Advantage announces his intention to break off combat at the start of the Round, and must maintain his Advantage for as many Rounds as the Referee determines at the time the intention is announced.


TIED ROLL: No Aim
HEAD ON: 1 point either way
SIDE ON: White beats Black by 2>, Defender chooses which side is attacked
TAILING: White beats Black by 4 or >

3

MECHA COMBAT

In general, mecha combat is considered Ranged Combat [pg.43] and follows similar rules.

The one exception is **missile** combat; missiles are defined as *any* weapon that can follow its target independently. How good it is at this job (and thus the Target Number to beat when avoiding it) is based on how smart it is; does it just sniff a heat signature or is it smart enough to *outthink* you?

MISSILE IS	DUMB	SMART	BRILLIANT	GENIUS
TARGET #	8	12	16	20

To avoid a missile hit, you must make a Piloting+REF+Die roll for at least 1D6/2 consecutive rounds. This can be modified by the use of **countermeasures**, which add +2 to your Piloting rolls. Make the rolls, you're clear; miss, and you're hit. In the case of clusters of missiles fired at one time, one missile roll is made once for all missiles fired, with one missile hitting the target per point by which your Defense Roll failed. Example: *10 missiles are fired at a jet. The jet fails its roll by 7, so 7 of the 10 missiles hit.*

5

SPECIAL CASES FOR MECHA

The weaponry and armor used by mecha are subject to a few special cases. Take note that ALL of these special cases are OPTIONAL.

Special Case 1: Staged Penetration

In combat, attacks on mecha will always be subtracted from armor, then from the mecha's SDP. However, even the heaviest armored machines will become vulnerable after a long fight. To represent this, Kill-rated (i.e., mecha) armor uses the idea of Staged Penetration. Each time any area of Armor is penetrated by an attack of one Kill or greater, that area loses armor protection.

- Armor rated in Kills loses **1 Kill** when it's penetrated.
- Armor with *fractional* Kills loses **0.1 Kills** when it's penetrated.

Special Case 2: Chinks in the Armor

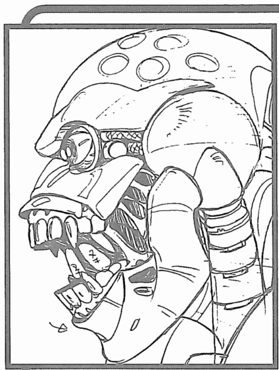
Almost every kind of mecha has a weak spot somewhere, and in combat, it's possible for you to hit that weak spot (after all, Anri sure did in *Red Eyes*—a pocketknife punching through a Hardsuit!? Hmmm...). When making at attack roll, **if you beat your target number by more than 10, your attack ignores the PD of the mecha's armor.** In the case of autofire attacks, only those hits which beat the target number by 10 or more will ignore armor.

Special Case 3: Powered Armor Damage

Powered Armor (i.e., armor *worn* by a character which has SDP as well as PD) has a very spread-out structure which is tightly integrated with its pilot. Therefore, **any damage which gets through Powered Armor's PD is divided by two; one half affects the Powered Armor's SDP, the other half is applied to the wearer's Hits.** All Hardsuits use this rule.

Special Case 4: Structural Integrity

Whenever a hit penetrates mecha armor, roll 1D10: If the result is greater than the number of fractional kills remaining, the mecha (or the location taking the hit) is destroyed! For example: *1.1K get through to a 1.6K Battlemover; with 0.5K remaining, on a roll of 6+ on 1D10 it's scrapped.*



4

MECHA WEAPONS AND DAMAGE

Mecha Weapons often do such staggering amounts of damage that their damage is measured in a scale called Kills, that represents larger amounts of damage usually associated with military level hardware, large inanimate objects or *extremely* powerful attacks.

Every 50 points of structural damage or armor converts into one Kill. Thus, 100 PD of armor would equal 2 Kills and 200 points of SDP would equal 4 Kills. *Example: Sylia's Hardsuit has 50PD of armor. This converts (using the formula of 50PD=1kill) to 1 Kill of Armor.*

One Kill of damage also represents DC14 (since the average result of 14D6 will be about 50 points of Damage). Large weapons (those larger than a 30mm gun) generally measure their damage in Kills; a 30mm Gun does 1 Kill, a 60mm cannon does 2 Kills, a 120mm tank gun does 4 Kills, a 300mm cannon does 6 kills, and a 16-inch battleship gun does 12 kills. Kill-level weapons also always have a blast radius of 2m per Kill, dropping off by 1 Kill of damage per 2m, so a 3K weapon would do 1K at 6m.

Kills vs Soft Targets:

But there's a catch to the above: really big guns (those that measure their damage in Kills) are designed to damage really big targets. Particularly, they do damage through blast, fragmentation, overpressure, etc., which works quite well against "hard targets" but not so well against "soft targets" (i.e., people). Thus, a large "hard target" will be fully affected by a Kill-level weapon, but a man will not. Sure, a human who's hit by a tank gun is dead meat, but if they're simply within the blast radius, they might survive. To reflect this, Soft Targets are damaged differently by Kills than Hard Targets.

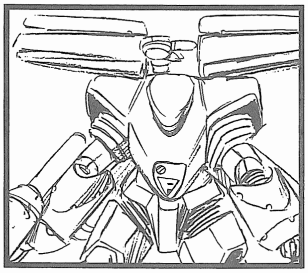
Soft Targets (a.k.a. people, even if they're wearing Armor) do not take the full force of area-effect overpressure attacks (a.k.a. weapons which do Kills of Damage). If a person is taking DC14 or less, it's all straightforward. However, each *additional* Kill of damage a person takes adds only 1D6 to the base 14D6 of a Kill-or-less attack, because the remaining overpressure/blast effects just don't have a big enough surface to expend themselves on. *For example: A tank shoots a 4-Kill shell at a man wearing SP45 armor. The attack will do 14D6 for being a Kill or more, plus 4D6 (for its 4 Kills) from overpressure etc.; the armored fellow winds up facing DC17. The average is 60 points of damage, which is 15 points of damage after armor—he might survive.*

But what if a human in a Kill-level suit of armor were hit by a Kill-level weapon? Simple: Subtract the Kills of armor from the Kills of damage, then convert any remaining Kills of damage as above. If a man wearing 1.8K of Armor is hit by a 3K gun, the man takes 1.2K, or 14D6+5 (ouch). If the 1.8K Armor is hit by a 2K gun, the man inside takes 0.2K, or 2.8D6 (which is 2D6+5 or 3D6-1) in damage (less ouch).

The Comic Book Rule: Super Powers vs Hard Targets

Damage done by high powered or super powered attacks against "hard targets" converts up the same way as Kills of damage convert down against "soft targets"; A superhero's DC20 punch is 7D6 greater than the DC13 starting point for Kill-level weapons, so this superhero can do 7 Kills (20 minus 13 is 7) with a single punch! Note that this upwards conversion is optional; in a four-color superhero campaign, this rule would probably apply, but a low-powered, "realistic" game probably would not make use of this rule.

VEHICLE & MECHA DETAILS



THE DO'S AND DON'TS OF *BGC* MECHA

It's important to remember that just about every type of vehicle the human mind can conceive has turned up within the pantheons of cyberpunk, comic books and mecha-anime. Even so, *Bubblegum Crisis* has its own tech level and assumptions, so it would be a fallacy to say that anything goes. In the world of *Bubblegum Crisis,* there are no gigantic space battleships, no anti-gravity cars, no 100-foot-tall giant robots, no civilian jet packs, and no flying carpets. Why? Well...

THE WEIGHT ISSUE

Every machine has a listed weight. For motorcycles, cars and other mundane vehicles a weight listing is largely a point of mere curiosity, for legged mecha such as Powered Suits and Battlemovers, weight is a terrible difficulty. Because of the physics of ground pressure, the full weight of a walking machine is going to be pressed down on two (or more) proportionally sized feet. If a walking machine were 12 meters tall, it would be exerting so much ground pressure it would crush its own feet! For this reason, mecha are never built much larger than, say, a bus.

In *Bubblegum Crisis,* certain assumptions are made as to how mecha move and fight. These assumptions are based on, as ever, a mixture of cyberpunk, superheroics and anime. Therefore, below are a couple of special stylistic rules which apply to *BGC* in particular.

MECHA HIT LOCATIONS

Unlike people, which are generally treated as a single target, many machines are large enough to be treated as having several locations which can be damaged seperately. When fighting a large machine, roll 1D10 and check the mecha's *individual hit location listings* (included with each mecha's description) to determine what part was damaged.

MOVEMENT SYSTEM HITS: Note that if half the full number (round up) of wheels, treads or engines your machine has are destroyed, the movement system is totally disabled.

BGC MOVEMENT NOTES

FLIGHT SYSTEMS: In BGC, most flying machines use hoverfans or other relatively slow flight methods, so their flying MOVEment ratings are usually listed using the Ground value (1 MOVE = 16 kph). Remember that flight systems allow a machine to move off the ground in any direction including backwards, considering most of these machines can hover as well. Flight engines are quite fragile; if the armor on a flight engine is penetrated, the engine can be considered destroyed.

JUMPJETS: Also note that some systems grant rocket-boosted jumps but not true flight. Hardsuits and other mecha with jumpjets can jump as far as their Jumping listing in one Action, just like taking a normal Full Move Action—in fact, they may Jump up to their full range in one Phase, then in their next Phase take another Action *while* returning to the ground.

BUBBLEGUM CRISIS SPECIAL WEAPONRY & EQUIPMENT

Generally, mecha equipment and personal equipment (including weaponry) work in the same way, but many mecha functions may have special effects (for instance, Armor-Piercing weapons treat armor as 1/2 its full protection). This is especially true for *Bubblegum Crisis,* which combines the high-tech sensibility of cyberpunk, the power levels of superheroics, and the "anything goes" attitude of anime.

Below is a list of special effects and terms you'll find in the mecha writeups in the next hundred or so pages:

AP (Armor-Piercing): AP weapons treat any armor they affect as having 1/2 their PD.

API (Armor-Piercing Incendiary): As above, plus the burning effect does 1/2 damage on the next phase, and 1/4 damage for the next 2 phases beyond that.

Area: An area effect weapon, with the damage radius listed in meters/yards.

Bursts: An alternate listing for Shots, telling how many full-auto firings the weapon has; 1 Burst fires as many shots as the ROF.

Defense Ability: Shields have WAs like weapons, called DA; usually negative.

ECM Rank: Pending a successful use of Electronic Warfare skill (vs ECM system's Rank x2 +die roll), **ECM can: (1)** subtract a value equal to its Rank from others' Perception rolls when using Radar, or **(2)** subtract 10% per one Rank from others' sensor ranges, or **(3)** subtract a value equal to its Rank from the Offensive Roll of any missile or group of missiles. ECM can be set to affect a single target or all targets within its listed radius.

ECCM Rank: ECCM offsets any and all types of ECM on a 1-to-1 basis; Rank-3 ECCM will reduce Rank-7 ECM to Rank-4. It works automatically, without requiring a Skill roll.

EMW: Energized melee weapons treat any armor they affect as having 20 (0.4K) less PD.

Fly/Skim: Boomers' ratings are listed as #/∞; the # is the number of consecutive turns the Boomer can fly, while the ∞ means that they can skim along the surface at that speed for as long as necessary.

Gravity Weapons: Though these are energy weapons, PD defends against them like any normal damage. Also note that Gravity Weapons can do Stun OR Killing damage.

Lasers: Also stopped by PD. Lasers have unlimited shots as long as their power source is still operating.

Linked: Linked weapons can be fired together in one Action, with one roll. If you're using hit locations, each shot hits a different randomly-rolled location.

Cross-Linked: Sometimes called "X-Linked," these weapons can also be fired together in one Action, with one roll. If you're using hit locations, all shots hit the same location.

Quick: These weapons can be used to attack twice in one Action.

Recovery (Boomers only): Because of their fusion and molecular cloning abilities, Boomers can regain as many Hits as their Recovery PER TURN, provided they take an Action to do so.

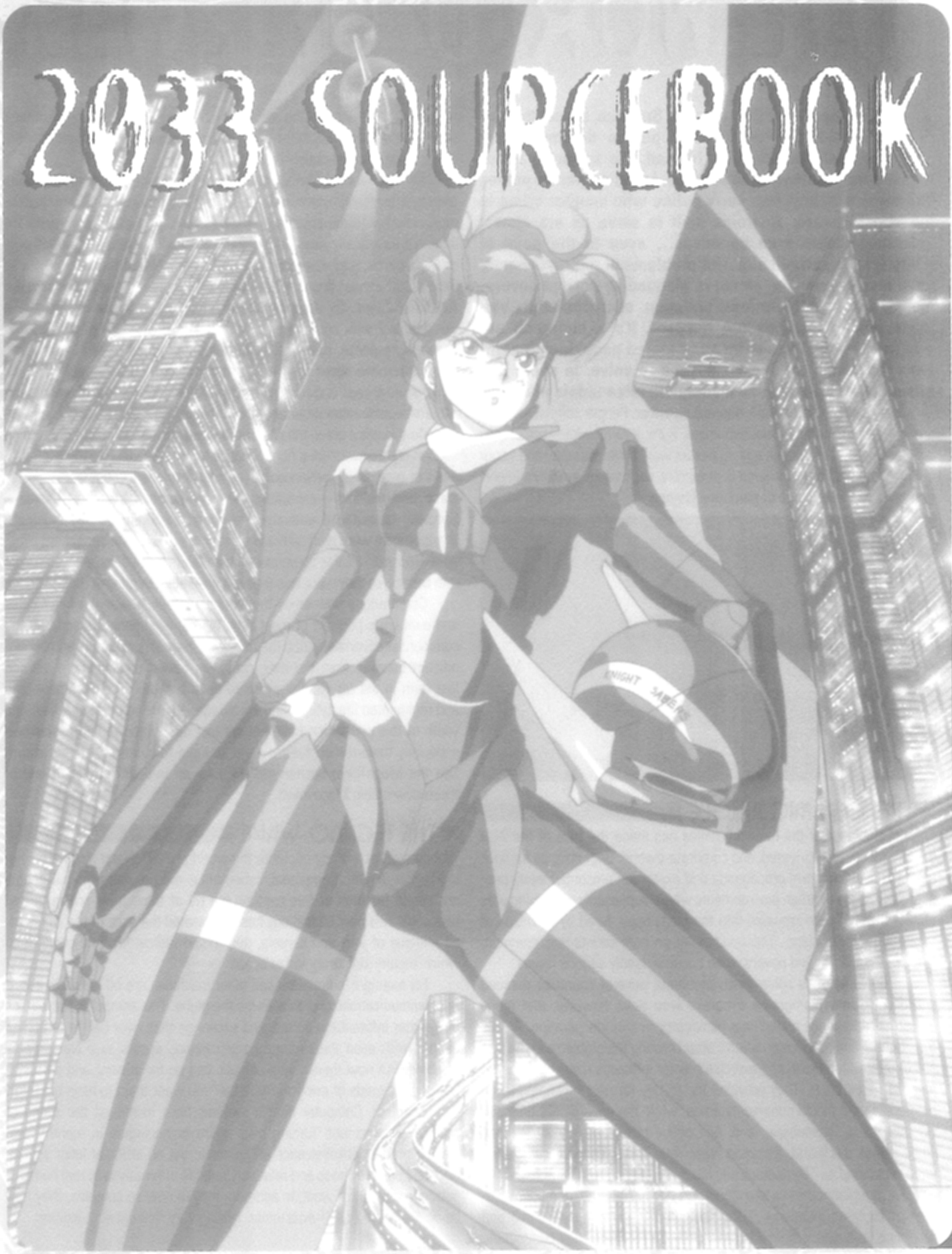
Shock Effect: Does Killing damage AND Stun damage in one attack, but the Stun damage *ignores* any armor's PD!

Target Analyzer: An advanced scanner system operated with Electronic Warfare skill. A successful roll allows the scanner to figure out pretty much any detail about the mecha being scanned (weight, schematics, functions, etc.), pending Referee approval.

Warm-Up: Recharges for the listed number of Phases between firings.

∞ ROF: Some energy weapons can fire a constant beam, functioning like an infinite-length energy sword. VERY dangerous.

2033 SOURCEBOOK



THE WORLD OF 2033

Welcome to the 21st century. Surprise, it's not the science-fiction wonderland people dreamed of in *Popular Mechanics*. Instead, the towering buildings are not monuments to science, but to corporate power. The buzzing helicopters carry police who monitor crime in the streets below. Androids built to serve us are almost indistinguishable from ourselves... even to the point of going insane periodically. The problems of the last century have also grown: The planet is plagued by corrupt governments, greedy corporations, pollution, overpopulation, violence, and technology run rampant. It's a high-tech era where everyone lives at an accelerated pace, facing problems that seem too big for anyone to solve. In short, this brave new world remains a complex, often unfair, place.

But it's not all universally depressing either. People still have hopes, dreams, and moments of real happiness. Sure, it rains a lot—sometimes acidic sludge—but the sun still shines as well. Love, success, and honor are by no means forgotten—on the contrary, such things are more important than ever in this age of perpetual change ....

▼THE CERAMIC JUNGLE

The development of the new cityscapes has made the face of the 21st century urban, tech-oriented, and corporate-owned. Beginning as far back as the 2000s, corporate propaganda and expansion presented many people with images of urban environments where supposedly everything was ultra-modern. People crowded into the megalopoli, lured by promises of jobs and material plenty. Disappointment on both counts was common, and overpopulation and poverty soon became deadly serious issues.

In an attempt to solve these problems, several countries pursued space colonization programs. Progress was slow, however, and many industrialized nations edged near bankruptcy in their desperation. At this time Genom and other corporations, after creating the problems in the first place, offered to step in and exercise greater influence over the management of urban areas. They provided the money for new buildings, shopping malls, and model community areas, while the government provided tax incentives, inexpensive land, and police protection. By 2020 many cities across the world, including New York, Tokyo, London, and Berlin, were replanned as "Technologically Integrated Economic Cities."

Most replanned cities had Industry Zones designated for modern production facilities, Academy Zones dedicated to corporate research and schooling, and plenty of Residential Zones. To facilitate their commuters, many companies funded the installation of maglev trains to and from their showcase downtowns. Patrolled by private security, these suburbs were clean, quiet, and ominously crime-free.

All this seemed like a fine idea, but, as might be expected when greedy, irresponsible corporations are involved, the benefits were distributed primarily to the corporate investors, and little made its way to the people who actually *lived* there. Inner-city "undesirables" (the poor, drug dealers, pimps, gangs, and simple streetpeople) were pushed into cheap Residential Zones, bounded by affluent apartments and the showcase Academy Zones. By dumping these undesirables in the midst of the Residential Zones, crime rates skyrocketed, turning many of the RZs into slums. In response, new, violent movements formed to express the citizens' bitterness about the "new order" which had backstabbed them. Large-scale crimes and riots became more common, and criminal organizations became more organized and ruthless.

As this crisis grew, the corporations again stepped in, but rather than supporting the overloaded normal police forces, they funded the establishment of new, small, advanced police organizations to fight the waves of crime and violence—especially the new problem of rogue Boomers. Specially trained and authorized to conduct unorthodox investigations, these officers were well paid and had access to the best equipment available. However, all this corporate funding made them vulnerable to corporate control, so they were less than effective at preventing corporate crime.

Corporations now enjoy tremendous influence over the inner cities and own large portions of most suburban developments. Despite all the commercial advertisements, the average citizen has experienced few significant benefits from the ever-increasing power of technology. Having lost faith in the future, many people have accepted the ever-more-rigid and regimented lifestyles being encouraged by the corporations. Still, the youth of this generation have not yet lost their vigor and enthusiasm—especially toward their future—and struggle for control of their destiny. See the MegaTokyo section (pg. 143) for an in-depth profile of one of these new cities: MegaTokyo.

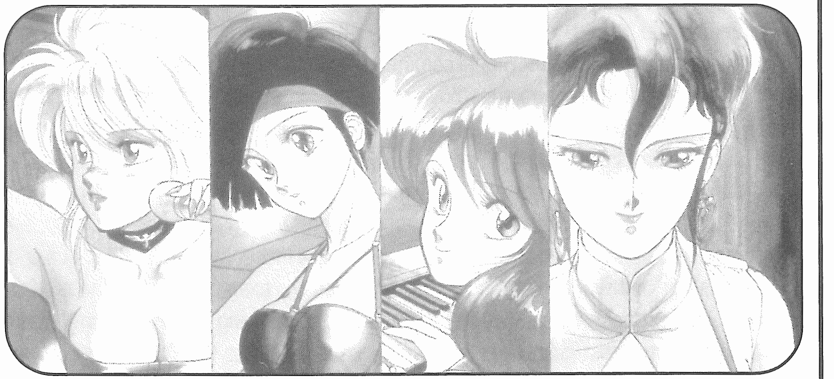
▼THE TECHNO-WAVE

Wonders of technology populate the world of 2033—and more are coming by the minute. Computers, cybernetics, mecha, and artificial people are staple features of this century, but all of them have proven mixed blessings. This new technology has accelerated the pace of life, eliminated millions of jobs and careers, and forced radical lifestyle changes to which society still struggles to adapt.

For example, computers and other machines are all linked in a vast telecommunications grid that spans the globe. This computer Net allows for greater information access and exchange than ever before in human history, with even the average person having access to a Net-capable machine. But now there's no place you can go for privacy, and data systems hold records of *everyone*, whether you want them to have the information or not. Computer design systems have increased the speed of product development, turning over entire technologies in months, and making product obsolescence an epidemic. As an artificial labor source, Boomers provide cheap and relatively reliable alternatives to real humans, putting many out of work. In addition, they're now so complex, they may be on the verge of self-awareness, raising very real moral questions.

Continued on page 48

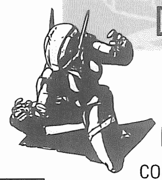
BGC TIMELINE



The complex and exciting world of *Bubblegum Crisis* has grown out of forty years of stunningly rapid change. Technology, geography, politics, and culture have all been caught up in the maelstrom of the 21st century, shaping the face of 2033. Whether these changes are for the better or worse remains to be seen ....

Here is a chronological list of some of the events that have contributed to the *BubbleGum Crisis* stories. In order to be comprehensive, this timeline includes events from the *AD Police Files* and *Bubblegum Crash* OVAs as well as the main *Bubblegum Crisis* series and the *AD Police* manga.

1922	• The First Great Kanto Earthquake levels most of Tokyo.
1944	• Allied firebombing of Japan during World War II.
1962	• Quincy is born.
198X	• Japan's "bubble economy" increases organized crime.
	• The first suit of powered armor, the U.S. Army's top-secret Slave-Trooper "MADOX-01", goes out of control in downtown Tokyo.
199X	• The European Community is organized.
2006	• Daley Wong is born.
2007	• Leon McNichol is born.
2009	• Reika Chang is born.
2010	• Sylia Stingray is born.
2012	• Linna Yamazaki is born.
2013	• Priscilla S. Asagiri is born.
2014	• Nene Romanova is born.
2015	• Genom begins strategic purchases and buyouts which will put it in a position of power after the 2nd Great Kanto Quake.
	• Mackie Stingray is born.
	• Irene Chang is born.
2017	• Superconductive rail lines replace subways in MegaTokyo.
2018	• The son and daughter-in-law of Chinese syndicate leader Dr. Chang Chongk die in a suspicious traffic accident; the suspects, the Gulf & Bradley Corp., are found "not guilty" due to lack of evidence. G&B and the Chang Group enter into a long-standing enmity.
2020	• The first Boomer is built by Dr. Stingray at Wiz Laboratories.
2021	• The Griffon line of sports cars is introduced by HMJ to the overseas collectors' market.
2022	• Biran J. Mason kills Dr. Stingray and burns down Wiz Laboratories. The event is covered up as an accident.
2024	• Construction of Genom Towers around the world begins.
2025	• The Second Great Kanto Earthquake levels most of Tokyo; Priss' parents are killed.
2026	• SDPC establishes orbital station Genaros-1 as a transfer point to the Moonbase.
2027	• Boomer rampages escalate; Linna's parents die in one such incident.
	• First A.D. Police units formed.
	• Experimental combat cyborg program ends in failure.
	• Four rogue Boomers escape space station Genaros.
	• The line of Griffon sports cars is discontinued.
2029	• Genom's old headquarters is seized by terrorists; uncontrollable Boomer involvement brings on an orbital strike by the USSD.
2029	• Priss begins her singing career.
2030	• Virtual-interface systems marketed to the public.
	• Sylia Stingray secretly begins construction of the Hardsuits.
2031	• Priss, Nene, and Linna are recruited by Sylia; the Knight Sabers are formed.
	• The EC develops a prototype powered suit for close combat, but when faults are identified during the testing stage, development is halted ... at least, officially.
2032	• Incidents of rampaging Combat Boomers increase.
	• Zone Corporation begins work on 2nd-generation Boomers.
	• USSD satellite misfires, destroying MegaTokyo's Aqua City.
	• Irene Chang is murdered.
	• Brian J. Mason is killed by the Knight Sabers.
	• December: The U.S. Dept. of Defense holds a new weapons competition—six companies compete, including Genom and Gulf & Bradley. The winner was the GD-42, a combat robot built by Kyuusei Industries.
2033	• Col. Lando and his team of mercenaries (the "Illegal Army") are killed in the Philippines while on a mission backed by a major Japanese concern.
	• March 26th: Genom and G&B enter into a partnership. The chairman of G&B is killed that same night.
	• A series of "vampire" style murders occur in MegaTokyo.
	• USSD satellites are hijacked, attacking Genom Towers across the world.
	• June 8th: Vision's tour of Japan begins.
	• June 9th~14th: A mysterious Battlemover makes several attacks on Genom facilities in MegaTokyo.
	• December 17th: Lisa Vanette photographs a Knight Saber.
	• December 20th: The Knight Sabers upgrade their Hardsuits.
	• December 21st: ADP building is attacked by rogue Boomers.
2034	• The Illegal Army resurfaces in MegaTokyo, only to be destroyed by the Knight Sabers.
	• A Boomer uprising occurs in MegaTokyo; the Central Databank Building is destroyed, but an attempted attack on the underground nuclear reactor fails.



▼GLOBAL OVERVIEW

Physically, the planet has continued to degrade, with altered coastlines due to global warming, and a higher particle count hovering in the smog-laden air. Overpopulation and pollution continue to plague the biosphere, with little respite in sight.

Politically, the world is still restructuring after the premillennial decline of the U.S. and the USSR. Global commerce and stability were shaken up by the removal of the two superpowers, as myriad squabbling (and possibly nuclear-armed) states surged forward into many local power vacuums. The U.N., with the support of Japan, the U.S., and Europe, was able to step in to help keep things from exploding into chaos. The United Nations Strategic Space Defense Force's ring of orbital weapons soon guaranteed "peace" much the same way nuclear weapons did in the last century.

Factionalism and war are still common, however. For example, Neo-NATO is a new international alliance formed against the growing strength of the Chinese communist bloc. Their friction has developed into the Polar War—a limited-scale conflict being fought in Antarctica over resources such as oil, coal, minerals, etc. Boomers, Battlemovers, and Powered Armor get a lot of field-testing in this little war, despite U.N. intervention and moderation. In fact, the current world political climate is so tumultuous that several heavily armed mercenary units have gotten very rich selling their services at a variety of local hot spots.

Here are some thumbnail sketches of this New World Order.

• **JAPAN:** Home to Genom, Japan has become the economic axis around which the world turns. Although rocked by the Second Great Kanto Earthquake, the land of the rising sun now rides high on the seas of commerce and information ... largely thanks to Genom's patronage. It is also the most technologically advanced country in the world, with the highest per-capita consumption of Boomers, and the greatest number of cybernetics and AI systems (both private and corporate), and always in the forefront of such research and design. However, as a vital base for worldwide economics, Japan has become a much greater target for international terrorists.

Nationalism is still strong in the Japanese mindset, but a sense of their new leadership role in the world has resulted in avid support of the U.N. They have sent troops and technology to the USSD rather than inflating the Japan Self-Defense Force into an offensive army. The Diet (the Japanese Parliament) rightly feels that Japan can project its power more effectively through economics and technology than military force. Besides, they have the United States for that ....

Internally, Japan is going through troublesome changes. Corporations are exercising ever greater control over the people's lives and are subverting the populace's traditional feudalistic mindset into corporate loyalty and back-breaking work habits. Genom has epitomized this in MegaTokyo, the ultimate corporate city (see pg. 143), where the company wields more influence than the state. All this is creating a social pressure-cooker where people often become drones, psychotics, or rebels.

• **AMERICA:** While the United States is still an important, powerful country, losing some of its economic status to Japan has battered its national pride. At the same time, it's led to an even stronger relationship between the two countries; needing access to Japan's technology, America has cozied up to the little island nation and shared heavily in military support and trade. America remains as over-armed as ever, and is fielding substantial forces in the Polar War in support of Neo-NATO *and* the U.N.

The U.S. has recently gone through a period of social fragmentation. A faltering economy allowed the multi-national corporations to move many staple U.S. industries overseas, making it difficult for the States to compete in the world market. A general sense of decline and disunity has kept the U.S. from quickly retooling and stepping back into the economic arena. The social fabric is stretched thin as racial and class issues further divide a populace, as each segment struggles to hold onto its piece of an ever-shrinking pie. Corporations, politicians, and organized crime co-mingle as street violence hits a new high and public faith in any large institution hits a new low.

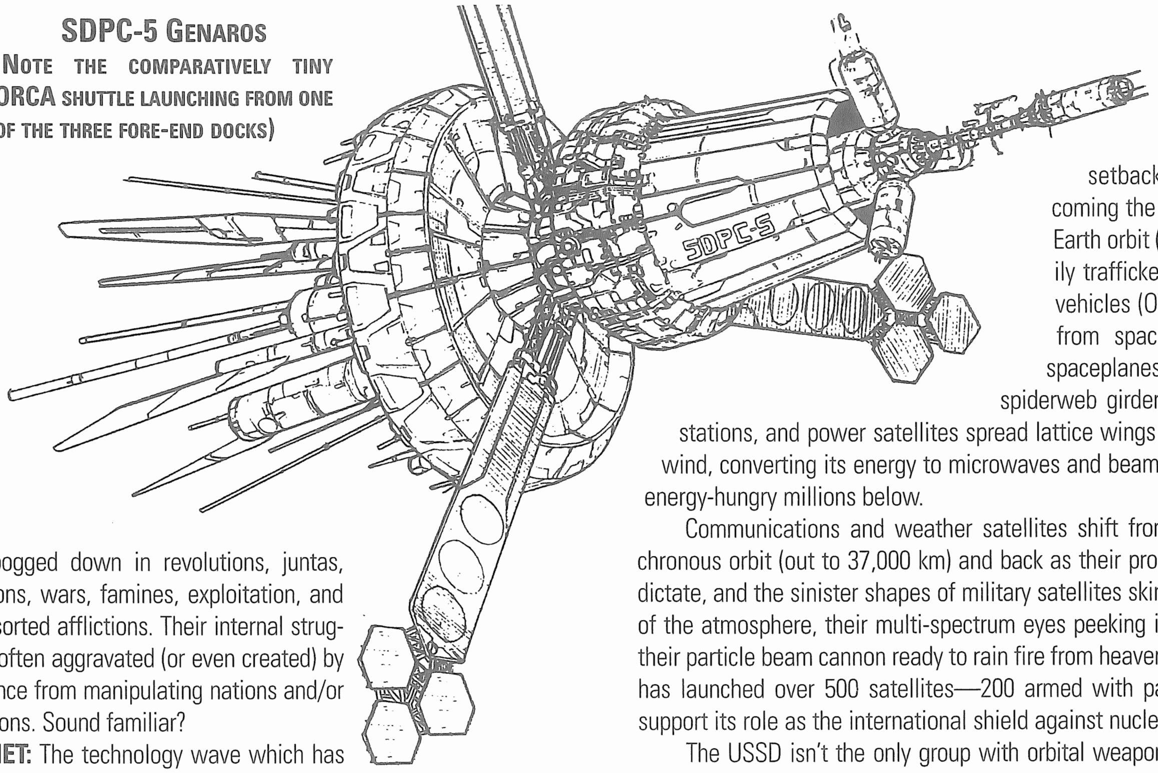
Signs of revitalization do exist, however. The corporations have finally turned their attention back to America and are re-investing—if at bargain basement rates. Many larger cities have often been rebuilt through the TIEC program. The business areas are clean, neat, well lit showcases, free of crime and poverty, and controlled by the corporations. Unfortunately, scattered around the central areas are decrepit, squalid suburbs and burned-out ghettos teeming with gangs and other violent hate groups. The outer suburbs are also corporate-controlled zones: safe, well guarded tracts where executives raise their families in relative security. Many small towns have been abandoned, as local farms, businesses and banks collapsed in the wake of drought, famine, and economic chaos. The farms have been bought up by huge agricultural concerns like Genom and Green Food, and are now maintained with contract workers, machine labor, and Boomers.

• **EUROPE:** Western Europe, in the shape of the European Community, has formed an economic competitor to America and Japan (who still maintain good relations with Europe through joint membership in Neo-NATO). In particular, Germany has become a center for technological research with an international data-sharing program; there's even an institute for Boomer design there. Most of these nations are fairly stable socially and politically, even as the EC itself becomes more aggressive economically.

Eastern Europe, on the other hand, remains a hotbed of strife; revolutions, coups, and brushfire wars thrive in this area, providing an active market for many of Genom's Battle Boomers. Still, Russia has emerged as a strong supporter of the European Community. Bolstered by a new willingness to accept capitalism, the great bear continues to move forward, huge and almost unassailable. Where Russia is weak is food production—its agricultural technology lags far behind that of most other European nations. As might be expected, Russia often offers military forces to the U.N. (and, covertly, to the EC and anyone else) in exchange for industrial and biological technology. Its relations with both Neo-NATO and China are amicable, if somewhat undefined and uncomfortable.

• **CHINA:** Burdened with the largest population of any country on Earth, China has entrenched its communist regime and adopted an expansionist policy similar to that held by the USSR in the mid-20th century. Faced with the joint forces of America, Europe, and Japan (under the banner of Neo-NATO), this new Communist Bloc's growth is being "held at bay". The U.S. and Neo-NATO like to hold up the Chinese communists as the new bogeymen against the "free world." In reality, China's ruling party is too paranoid of capitalist systems to seek the technology to solve its food and population problems, and instead is aggressively working to gain access to raw materials it feels it needs to survive—even if they are in someone else's territory. The somewhat-restrained Polar War is the main focus of China and Neo-NATO's current antagonism, but the final outcome of this new "cold" war is anybody's guess.

• **THE THIRD WORLD:** The decline of the superpowers and other rapid changes in the environment, politics, and world economics have led to a series of warring countries under a bewildering array of dictators, democracies, and socialist states.The current hot spots include a civil war in the Philippines and violent political unrest in the African nations of Tanzaar and Zambique. Other problem nations are scattered throughout Africa, South America, the Middle East, and Southeast Asia. All these regions seem con-



SDPC-5 GENAROS
(NOTE THE COMPARATIVELY TINY ORCA SHUTTLE LAUNCHING FROM ONE OF THE THREE FORE-END DOCKS)

stantly bogged down in revolutions, juntas, depressions, wars, famines, exploitation, and other assorted afflictions. Their internal struggles are often aggravated (or even created) by interference from manipulating nations and/or corporations. Sound familiar?

- **THE NET:** The technology wave which has engulfed the world and swept it along was made possible largely by the Net—the vast telecommunications network which joins almost all of the computers on Earth, defining a psuedo-nation unto itself. Populated equally by hackers, businessmen, and common users, this network allows the nearly instantaneous transmission of ideas and information, accelerates progress astronomically, and is becoming more accessible every year. The resulting interaction of people across national and corporate borders is redefining global culture on a daily basis.

▼SPACE

Motivated by a deteriorating ecosystem and overpopulation, mankind began expanding out into space in the early 2000s. While it was unlikely that space colonization could actually solve the population problem, these programs provided a measure of hope that people needed during those harsh times. If industry could be moved into orbit, at least the strain on the biosphere would be minimized. Enormous international investments were made in pursuit of extraterrestrial resources—in fact, Boomers were originally created to help humanity expand beyond the bounds of the Earth. But progress was slow, and some nations came close to declaring bankruptcy due to their commitments in orbit. Now the development and exploitation of outer space is proceeding gradually under the auspices of the USSD, SDPC, and Genom.

The **USSD** and **SDPC** are the two biggest players on the high frontier. The **U**nited Nations **S**trategic **S**pace **D**efense Force is an international militia operated under the auspices of the United Nations. It has worldwide authority to shoot down nuclear missiles fired from and at any nation, and its devastating orbit-to-surface weapons are also used to help enforce world peace. Its unique resources can even be called upon by any nation for "special interventions" as long as the U.N. council approves the action first. Meanwhile, the **S**pace **D**evelopment **P**ublic **C**orporation is a corporate group which is exclusively contracted by the United Nations to develop the orbital territories (like a privatized Parks Service). **Genom** is also a powerful force in space, partly because of its scores of orbital platforms but more importantly because it owns the world's four largest aerospace industries—consequently, SDPC is effectively a puppet of Genom.

Despite all the setbacks, space *is* becoming the new frontier. Low Earth orbit (LEO) is now heavily trafficked: Orbital transfer vehicles (OTVs) unload cargo from space shuttles, sleek spaceplanes dock among the spiderweb girders of habitats and stations, and power satellites spread lattice wings to catch the solar wind, converting its energy to microwaves and beaming it down to the energy-hungry millions below.

Communications and weather satellites shift from LEO to geosynchronous orbit (out to 37,000 km) and back as their programmed routines dictate, and the sinister shapes of military satellites skirt the outer fringes of the atmosphere, their multi-spectrum eyes peeking into people's lives, their particle beam cannon ready to rain fire from heaven. The USSD alone has launched over 500 satellites—200 armed with particle beams—to support its role as the international shield against nuclear war.

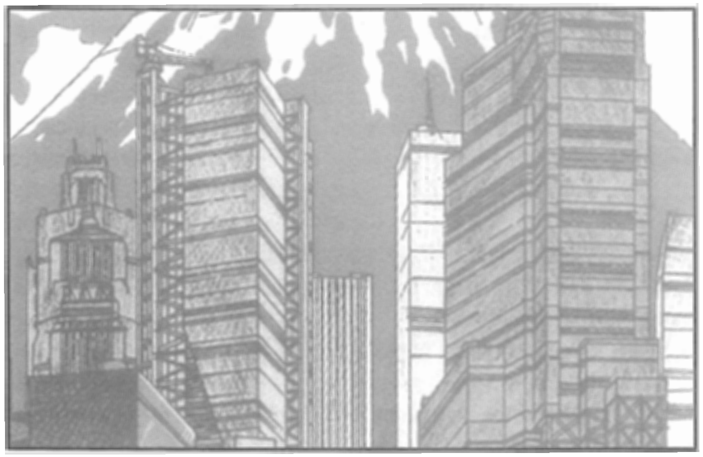
The USSD isn't the only group with orbital weapons, either. Satellite weapons are the "big guns" of the new era, and every country trying to make a name for itself is working to get its own boosted into the big black. Despite U.N. efforts, several smaller nations have managed to place weapon systems into orbit—largely due to Genom's ability to supply low-cost launch systems. Fortunately, no battles have yet erupted in space. Tellingly, Genom has invested considerable effort in building specialized space combat Boomers; *they* must certainly feel that a need is about to develop . . . .

Geosynch orbit is dominated by stable platforms such as small factories and automated workstations which churn out drugs, plastics, alloys, and tools for corporate markets on Earth. It is here that ground-based spaceplanes and shuttles dock with orbital transfer stations, shifting crews and cargo to outbound OTVs. Twelve of these platforms are owned by Genom itself, but exactly what these facilities (and Genom's four lunar-orbit transfer stations) are used for remains a tightly kept secret. While work on large orbital colonies has begun, most of the effort so far has been to establish industries in orbit to provide a production base. What that manufacturing power will actually be used for remains to be seen.

The LaGrange Points occupy stable positions relative to Earth and Luna, making them perfect for long-duration, self-contained bases, factories, and construction sites. At these "L Points" orbit the largest space constructions in existence—the five huge cylindrical hulls of the SDPC space stations, titanic, rotating micro-planets each of which span eight kilometers in length. These giant hives of activity perform all sorts of functions (such as serving as relay and supply stations for the Moonbase), and are supported by a myriad of F- and G-series space-development Boomers and ORCA shuttles. SDPC turns a blind eye to the fact that there is a heavy drug trade (home-brewed and otherwise) aboard their space facilities because working conditions are so tedious, dangerous, and claustrophobic.

The Moonbase started as a limited mining facility, but has expanded into a permanently manned pseudo-colony. Through the use of laser drills and vacuum-capable Boomers, a network of sub-surface living structures has been tunneled deep into the lunar crust. Acres of solar collectors provide the raw energy needed to support the base's staff and operations. The kilometer-long tracks of the moon base's massdrivers are used to boost lunar ore out to the orbital worksites.

CORPORATE POWER



"Trade friction, you say? The nations of the world want Genom's products so much, they're fighting over them! That's true. Genom accounts for 68% of the world's cars, for example .... Relax.... "

—Genom Chairman Quincy, AD2032

▼ BIG BUSINESS 2033

In case we haven't made it clear yet, the main bad guys in *Bubblegum Crisis* are Genom and some of the other megacorporations—multinational conglomerates with operations all over the world. The largest ones are nearly nations in themselves, having their own cities, factories, and politics. They operate under a twisted form of capitalistic Darwinism, with the survival of the richest and most competitive as a major axiom. This means that they will undermine—or purchase outright—entire governments, control and abuse employees, ignore manufacturing standards, and pursue profit and progress over any ethical or moral objections. They have become so confident in their power that they are even willing to use violence (albeit covertly) to achieve business goals—assassinations and sabotage have become common tactics.

Now, we aren't saying that *all* corporations conduct business in this manner, but in *BGC*, this *is* the way of things—particularly for Genom. 2033 is a chaotic and, to the corporate mind, opportunity-filled time—the perfect moment for the megacorps to shape the world into their image, with Genom providing the model. The big governments are weakened by years of corruption and infighting, and the newly empowered U.N. is busy trying to keep every splinter group from getting its own pet nuclear warhead. The "undeveloped" countries of the world are clamoring for cutting-edge technology and capitalist economic systems are infiltrating every corner of the globe, providing a ready market. Genom and the megacorps have unprecedented freedom to act internationally, moving like mercantile sharks through schools of commercially impaired minnows. They can set the exchange values on national currency (with the Yen as the standard), establish trade agreements, and even shape international law. Technology is kept in a state of constant acceleration, which allows them continually to create new markets by making older products obsolete and offering (supposedly) superior replacements—whether the public needs them or not.

In addition, the roles of governments and multinational corporations are being redefined. More and more, national governments have found themselves in the uncomfortable position of kowtowing to companies like Genom, Gulf & Bradley Corp, and the Chang Group rather than vice-versa. Corporations still have to give lip service to various pollution control, product safety, and minimum wage rules, but on most other topics the modern multinationals usually make their *own* rules. They will strike a bargain with a local government, be it a bribe in the right palm or military support for the local dictator, and gain total autonomy of action. In a more sophisticated nation like Japan, the corporations tread more lightly, going out of their way to cover up their more illegal operations, but even there, they are pushing the scope of their power ever farther.

At the same time, megacorporations are becoming subcultures unto themselves—ones that transcend other boundaries and loyalties. Employees of Genom or the other multinationals are fed corporate culture and ethics that often supplant their national ones. This has had mixed results, and in places where feelings of national identity run deep—such as Japan—this conflict between loyalty to company and loyalty to country is creating potentially explosive tension.

One major exception to such corporate domination is China. Being too parnoid and too busy to acquirw the technology of the West, the communists have successfully kept most corporations from gaining any strong political foothold within their borders. Not that Genom isn't trying ....

▼CORPORATE STRUCTURE

Modern megacorporations have branches everywhere, sometimes as small as a sales office, sometimes as large as a major factory complex. Most businesses are manufacturers, producing or refining some kind of commodity for sale on the open market. The panoply of lucrative corporate operations includes oil, steel, automobiles, aircraft, weapons, foodstuffs, computers, cybernetics, and biotechnologies.

While there are countless smaller, dedicated companies which specialize in one particular field (such as electronics, entertainment, etc.), many corporations handle several commodities on the market—they may control chemical plants in Europe, computer factories in Japan, and steel-making operations in the United States. The largest corporations, Genom included, are even more widely diversified, controlling interests in manufacturing, services, and the media.

Several huge media conglomerates grew out of a trend in the late 1980s, in which firms bought up TV networks, film studios, record companies, radio stations, and book, magazine, and even comic publishers. The media has effectively been centralized under the banner of a few concerns such as AIC and EMI, so underground sentiment and independent productions are relegated to "indie" street operations. Media corps have a substantial effect on news and information; political candidates have realized that connections to mediacorp executives can win elections—it is only a short step to where a mediacorp actually selects, packages and sells its own candidates ....

By 2033, worldwide communications and trade have resulted in the "cross-pollenation" of business practices; companies across the globe have adopted German management structures, European research techniques, Chinese manufacturing systems, American advertising approaches, and Japanese business culture.

In particular, the Japanese tradition of *zaibatsu* (powerful industrial combines) has become a worldwide standard. A zaibatsu is a family that controls many companies. However, "family" doesn't necessarily mean blood relatives—if a person is superior in ability, he can be adopted into a powerful family. At the same time, the zaibatsu system establishes a situation where suppliers and manufacturers are owned by the same group. In addition, most zaibatsu own banks; each zaibatsu corporation raises funds from the banks in the form of debts held, and all companies from the same zaibatsu will use the same bank. A monopoly by any other name would still be as powerful, correct?

Controlling an establishment such as the Tinsel City Bank or the Glory Bank is one of the earmarks of a modern, Japanese-modeled corporate group, since it grants the ability to control other corporations through the use of loaned cash—in 2033, many companies supplement the capital they gain from sales with extravagant bank loans. Thus, the syndicate which controls the bank can exert pressure on the borrowing company's boards of directors, effectively forcing them to follow policies beneficial to the syndicate—they can even take over through threat of foreclosure. Genom has set up such a zaibatsu system, and controls corporations that aren't even under the Genom name, all thanks to the miracle of cash control. Genom has used this as yet another way to build up their power and influence. In fact, smart observers can recognize a subordinated company by the way they kiss up to visiting Genom staff.

As an example, consider the production and sale of automobiles: First, a zaibatsu company will import the raw materials (iron), which they will only sell to steel companies in the same zaibatsu, who will make steel plates. The plates will then be sold to an auto manufacturer within the zaibatsu who makes the cars, which will be sold through that zaibatsu's dealerships or exporters. Capital for all this will be gained through loans from the zaibatsu banks. Thus, an almost self-contained corporate system is made, with each company being led by a member of the same family. This minimizes financial risk, but management freedom is severely limited by the needs of those up the line.

Internally, modern corporations often follow German management models, organizing as a vast hierarchy, with a President and Board of Directors at the top, and a huge sea of workers at the bottom. In the middle of this, one finds corporate executives—materialistic overachievers, usually with the singleminded goal of grabbing as much power and privilege as possible.

In the 21st century, corporate executives are a mix of secret agent and samurai. Whether their employers are honest or corrupt, it's none of their business—an executive's job is to serve his employers, not to question them. Given this basic assumption, an upwardly mobile corporate employee usually starts as a junior executive, heading a particular project or group of people. At the next level, he becomes a manager, controlling a specific department or production area. The major infighting begins here—only very successful managers get elevated to the position of Assistant Vice President, where they control entire factories or subsidiary corporations. They are, in turn, bossed by Vice Presidents, who control entire divisions of the company. Near the top is the Executive Vice President, who effectively runs the corporation. His boss is the President, who answers only to the Board of Directors (major stockholders) and the Chairman of the Board.

Theoretically, corporate advancement is based on merit. In reality, the corporate world is rife with nepotism, deal making, brown nosing, cheating, lying, and credit stealing. Extortion, blackmail, and frame-ups are common, and even kidnaping and assassination are not unknown. Of course, that's nothing compared to what the corporations do to each other ....

▼CORPORATE WARFARE

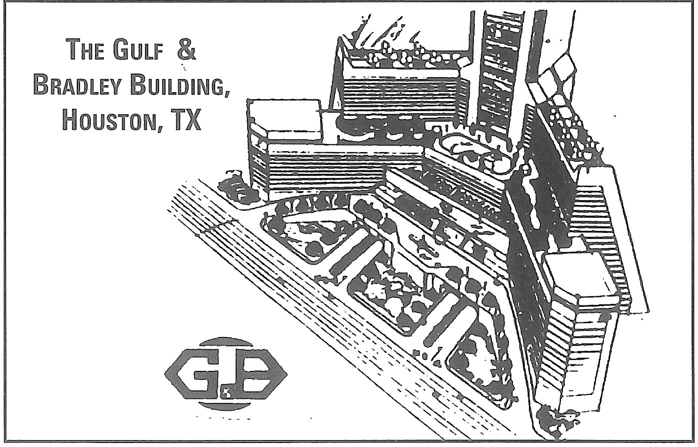
Corporations are competitive by nature. In this new era of corporate freedom, that competition can take many forms, including violence. Fortunately, the majority of corporate warfare takes place in the boardroom and the marketplace. Stock manipulation, hostile buyouts, price wars, and political influence are typical weapons of choice.

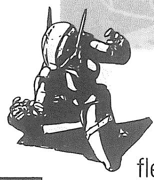
Take stock warfare: A corporation's livelihood rests on its stock, shares of which might be owned by the public or by private individuals. This makes it vulnerable. Acquiring a sufficient percentage of a corporation's voting stock effectively gives you control of of the company, as long as you do so before the target corporation can discover what you are doing and arrange a defense. Conversely, investors can now use their cellphones to contact their brokers at any time or from any place. If a company's assets can be endangered, or properly faked rumors and reports be circulated, investor panic could crush that company as surely as an army.

Espionage is another tactic. Every corporation has its trade secrets—R&D data, market research, programming schedules, the formula for Gasohol, etc. To protect these secrets and to gain access to others', many corporations employ highly trained operatives or purchase Boomers specialized in espionage, counter-espionage, sabotage, and counter-terrorism. These agents are often used on the offensive, infiltrating the secure facilities of enemy corporations for a variety of "information-gathering" and blatant sabotage missions. In extreme cases, corporate special forces have been used for such extreme measures as assassination—against uncooperative governments, pesky individuals, other corporations, or even within the corporate structure itself.

A corporate covert operations division is usually made up of weapons specialists, computer technicians, and various "hired guns." Almost all of these covert forces are equipped with the best technology available, or are "manned" by deadly, stealthy, Combat-type Boomers. Genom has several such groups, almost universally staffed by Boomers.

All this isn't new. Zaibatsu used to be infamous for secretly employing ninja clans in many of their covert operations. Less covert operations requiring muscle and a lack of subtlety were often delegated to various Japanese gangster mobs (e.g., the Yakuza), many of whom had full or partial interests in the corporations themselves. Chinese Triads have become corporations in their own right, the Chang Group being one example, and have carried many of the more ruthless aspects of their organization over into the business world. As Western corporations began to adopt various methods of Japanese management and production, it was a simple step for these companies to employ (or even manufacture) their own "ninja" forces. Covert operations Boomers like the BU-55C now offer the hi-tech equivalent to trained assassins and are one of Genom's best-selling items. As usual, Genom knows how to make a profit even off its potential enemies.


THE GULF & BRADLEY BUILDING, HOUSTON, TX



There have been a very few instances where corporate competition has moved from the typical low-key fighting into full-fledged armed conflict. These "wars" are always very expensive and highly destructive of corporate property, meaning that they are also short. Few companies can afford such losses for any length of time, and profit is what it's about, after all. Corporate conflicts are also low profile. If such warfare became obvious, there's a chance of government (perhaps even U.N.) intervention, and that would be ... inconvenient. No businessman wants to have to fight a national army—there's no money in it.

Early on, some corporations hired actual terrorist groups to wage these wars, but as these groups proved undependable, the companies disguised their own special forces to resemble terrorists. Several current terrorist groups are actually fully equipped corporate or mercenary strike forces, whose seemingly random attacks on rival offices and strongholds are part of larger covert strategies.

Nonetheless, corporate war is a rare event; corporations enter into violent conflict only when they can be sure it will be cost effective, and wars are rarely so. But it is a sign of the times that the corporations can foment revolutions in other countries, conduct international covert operations, and assassinate government officials with relative impunity.

SAMPLE *BUBBLEGUM CRISIS* CORPORATIONS

- **AMAROK STOCKBROKERS:** A large and successful brokerage firm, it has offices all over the world and wields a great deal of influence with other corporations. It has exchanges in MegaTokyo, Berlin, and New York.
- **BIOESCAPE CORPORATION:** This was the research foundation where Sylia's father, Dr. Stingray, created the first Boomers at its Wiz Laboratories facility. Wiz and BEC have been defunct ever since the fire set by Brian J. Mason to cover up his assassination of Dr. Stingray.
- **EBISU MECHATRONICS:** A subsidiary of Genom, Ebisu's MegaTokyo offices were built on the site of the old shrine to the Buddhist god of wealth by the same name. This subcompany generally designs and markets "Boomer clones"—essentially cheap knockoffs of Genom's famous cyberdroids—and its success can be traced to the power boosters designed by Dr. Miriam Yoshida.
- **ESSEX:** An information technologies corporation, Essex is heavily involved in computers, software and consulting. It manufactures business machines and personal computers, produces custom programming for banks, stock companies, and other corporations, and performs information services for all sorts of businesses.
- **GENOM:** The biggest of them all, this superconglomerate gets its own section (see pg. 90).
- **GULF AND BRADLEY:** This is one of the few corporations which comes anywhere close to equaling Genom in size. Headquartered in Houston, Texas, this multinational's core is a petrochemicals combine specializing in the production and sale of Gasohol (a mixture of gasoline and an advanced form of ethanol); much like Genom manufactures most of the cars in the world, G&B makes and sells most of the fuel that those cars use. G&B's many other operations all stem out of this focus; it controls the largest network of gas and service stations in the world and has a near-monopoly in the fields of oil and petroleum. G&B has branched into other fuel and power resources as well, operating privatized power services for many Western cities. Mineral mining and chemical synthesis holdings have made it one of the largest manufacturers of alloys, plastics and chemicals—it is also involved in medicines and biotechnology. Early in 2033, G&B entered into a partnership with Genom to produce a next-generation Boomer, each investing 50% of the capital and sharing the patents. This partnership was a canny move by both parties; G&B has insured itself against hostility from Genom, and Genom has effectively gotten use of the resources of one of its primary competitors.
- **GREEN FOOD:** Even if you don't buy Its products, you've heard the jingles: "In the sky, or by the ocean, it's delicious everywhere you go—Green Cereal!" Green was one of the few companies that kept its agricultural techniques up with the changing technological and environmental climate. While most agricorps crashed as their farmlands died away, Green invested in greenhouses, hydroponics, advanced growth chemicals and fertilizers, and genetically engineered vegetables and livestock with increased survivability. Soon, the competition had "dried up", and Green was in a perfect position to buy up agricultural lands. It now controls (directly or indirectly) nearly 25% of the world's farmlands—while Genom provides 72% of the world's food, Green Food provides most of the rest.
- **KYUUSEI INDUSTRIES:** One of the many companies arrayed under the umbrella of the Chang Group (a syndicate run by the Chinese Triad Hou Bang), this military-industrial concern manufactures a variety of heavy-duty equipment, including construction devices, heavy transporters, and military vehicles—including the U.S. Army's new GD-42 Battlemover.
- **OMNI CO. LTD.:** This British corporation is primarily a software company, making everything from video games and spreadsheets to preprogrammed templates for Boomer behavior engrams. More importantly, Omni is developing new AI systems as a subcontractor for Genom.
- **SDPC:** The Space Development Public Corporation is an image-conscious company charged with the development and exploitation of extra-terrestrial resources. It maintains five space stations, including Genaros, the orbital transfer station to the Moonbase. It bills itself as the herald of the 22nd century, pushing the dream of a better tomorrow and encouraging hard work and optimism. However, behind this face lies the dark, grim reality of SDPC's policies: Since most of its holdings are outside any and all national borders, SDPC considers itself outside the law. As a result, it blatantly lies to the public about such incidents as the illegal arms sales and heavy drug trade on its stations or the occasional escaped Boomer. Worst of all, while SDPC ostensibly answers to the government, it is actually controlled by Genom.
- **ZONE CORPORATION:** This relatively small but prosperous corporation makes Boomer brains as a subcontractor for Genom. Few people are privy to the fact that back in 2032, part of Japan's national budget was secretly rerouted to the Zone Corporation to advance the development of Second-generation Boomers. These hyper-advanced machines are expected to be integral in the creation of a new human civilization centered around Cyberdroids. Dr. Haynes, one of Dr. Stingray's colleagues, works for Zone and is using the research data Dr. Stingray left behind to design just such a Boomer. It should incorporate a new type of AI capable of mental processes that are even closer to human than existing Cyberdroids, making them almost indistinguishable from people. Second-generation Boomers are to become "a good friend of mankind"—but then, so were the first-generation Boomers ....

21ST CENTURY TECH

"To think that such suits actually exist ... I would very much like to acquire them for analysis."

—USSD General Schwarz on the Knight Sabers' Hardsuits, AD2032

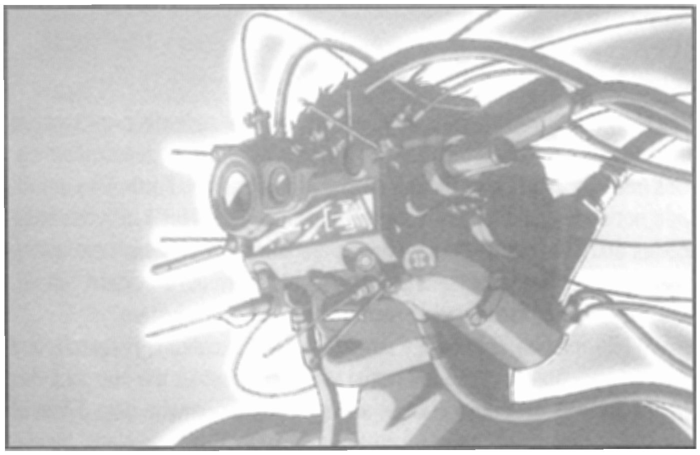
By the 2030s, many technologies which were expected to be important in "The Future" had already come into common use. Solar power stations and optical communication systems spread across the globe. Biochips were being grown in laboratories to make faster and smarter computers, and advances in ceramics and synthetic resins trickled down to people in the form of such everyday applications as more durable dentures. Exoskeletal frames, titanium bones and cyberlimbs—prosthetics actuated by synthetic myomer muscle fibers and using organic chips to process electrical commands sent from the brain—gave new hope to the handicapped. Artificial organs were created to circumvent fatal illness, which quickly led to new types of elective surgery. Few people knew it then, but various militaries were trying to develop mentally controlled weapons systems. Automated design programs were hitting the market, facilitating the composition of 3-D digital models which were far superior to draftings done by the human hand. The field of bioengineering, once the realm of science fiction, was growing rapidly.

It didn't take long for technology to outstrip mankind's ability to comprehend it. First came home computers which served as data systems but also automatically adjusted the temperature in your house and made your coffee. Spin-offs of biochip tech led to cybernetic eyes and other complex organs, and to direct linkages between humans and computers. Combined with new advances in telecommunications and satellite links, the basis for the now-planetwide Net was established. Next thing anyone knew, you could dial the moon base on your cellphone. Then, all these technologies converged in the creation of a "new race" of artificial humans—Cyberdroids. As each new technological advancement slammed into place, a sort of cultural technoshock set in.

▼ INTEGRATION

Technoshock is a form of mass psychosis that can occur when the rate at which technology progresses is too fast for society to integrate it. People feel helpless and frustrated, caught up in a tech-rush over which they have no control. Common reactions are violence or abject passivity, making civilization stall in chaos and conflict.

In an attempt to prevent such a catastrophe, two sweeping global programs were adopted by the industrial nations of the world: the Technologically Integrated City Project and the Space Colonization Plan. By replanning the cities into modern, communication-oriented living spaces, the people's technoshock could be minimized. Looking to space as a new living area and source of resources, overpopulation could be solved. This would provide a goal, a horizon toward which people could look and yearn. While it would be difficult to displace a significant portion of the population, the development of space industries, colonies, and technology might buy Earth the time it needed to heal. Eventually, the populace could be moved into controlled, ordered environments in orbit, with better support structures and less pressures from overcrowding. But how to colonize space in the limited time available?



This was the genesis of the Cyberdroids. Boomers were conceived as artificial stand-ins for humans who could work efficiently in space to expedite the process of construction and colonization. As the maker of Cyberdroids, Genom has also made itself instrumental in the replanning of the world, beginning with Tokyo, one of the wrold's most important cities.

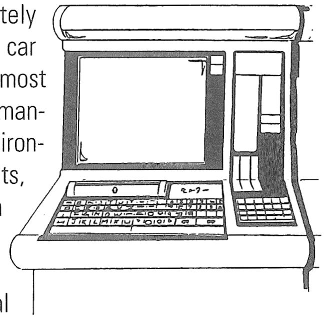
By controlling technology, Genom hopes to control society. As the public becomes more and more willing to pay any price for stability and comfort in this confusing new era, it looks as if Genom might succeed.

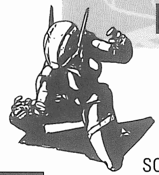
But there are always the young—those whose hearts and minds are not bound by fear and routine, who refuse to sit back and be cowed, who decide to hit the future head on. Instead of being intimidated by technology, they grab it by the throat and tame it for their own uses. The fate of the future will be decided by these young people. People like the heroes of *Bubblegum Crisis*. People like you.

▼ TECH ADVANCEMENTS

The technology of 2033 is quite remarkable. Common items have become smaller, more efficient, and more powerful, while entirely new products have replaced the everyday standbys of the previous century. Here is a brief overview of just a few of the major inventions that have shaped the *Bubblegum Crisis* world.

Computers: Computers are absolutely everywhere in 2033. They are found in car engines, household appliances, and most other common electronic items. They manage mass transit networks, building environment systems, deep sea mining units, space exploration probes and other such things. Most households have a personal computer which is linked to the Net, and which can use the Central Databank service in the area to access maps, information, news updates, phone numbers, current events, entertainment, information, and shopping services. Computers can also be used for email, which is a popular form of communication. They range in size from a microchip up to a house and everywhere in between. Though they're all highly advanced, their processing power and speeds





vary: Some are barely smarter than calculators, while some are full-blown artificial intelligences (AIs) with their own personalities (see pages 62-63).

IN THE GAME: Computers are rated in terms of their Power (or POW). POW works effectively like INT—it's a computer's only Stat, and is also used to represent its Skill level for any tasks it performs. When a character uses a computer, it adds POW/3 to their INT.

The Net: Radio waves, fiber-optic cables, cellular repeaters, microwave transmitters, and satellites are all part of a single vast telecommunications network which joins almost all of the machines on Earth. This worldwide network (commonly referred to as simply "the Net") includes telephones and TVs, but its primary nodes are computers—which are everywhere. Almost every business and household, from ultra-modern "intelligent" buildings to simple apartments, has a computer system.

While the Net is primarily used for communications, research, and data transmission, it's also the realm of hackers; while the Net includes phones and TVs, its primary nodes are computers, ripe with data. Most of this data is trivial, but some is incredibly valuable: Business plans. Insider stock tips. Secret blueprints. Hot new software. Money you can transfer electronically. The specs for Boomer AIs. Yes, information *is* power.

Most cities use computers to manage their public transportation systems, public works services, and traffic patterns. Control of a computer means control of what it controls—if you need to get inside a secure installation, hacking its computers might allow you to override security, open doors, even eavesdrop through cameras and observation devices.

The law is tough on computer crime in 2033. Government agencies can freely use any means to stop intruders, and the law allows corporations to locate and apprehend hackers. Prison time is just a sample of what awaits a computer felon—some groups resort to (highly illegal) anti-hacker programs which can *kill* a cybernetically online hacker.

IN THE GAME: Hacking is always an opposed skill test; computers use POW x2 + a die and hackers use INT + 1/3 POW + Hacking skill + a die. For Hacking purposes, every 1 POW also represents 1 computer Hit. Each phase (3 seconds), each side rolls, and the winner reduces the opponent's "Hits" by 1 (this does not reduce POW). When a computer is reduced to 0 "Hits," it is defeated (either taken over, infected or fried, depending upon the desired result). Being cybernetically online (aka, using an electrode headset Synchro system) adds +2 to Hacking rolls. For more detailed hacking rules, check out RTG's *Cyberpunk* roleplaying game.

Mail: While email, fax, and letter-writing are most popular, one can also send a DiscLetter, wherein an audiovisual recording stored on a disk is mailed to the recipient.

Phones: Two-way video versions of telephones are available in most cities and offices, and personal "pre-cashed" phone cards are often used for public booths. Cellphones are extremely common and come in a variety of brands and styles, from pen-sized to wristband or even ring models.

Newspapers: To stay competitive with TV, newspapers in 2033 use online/fax technology. Newspapers in digital code form are transmitted to hundreds of subscribed personal computers, which print the paper on the spot. The result is a slick, flimsy newspaper customized as you like—you receive only the sections of the paper you want.

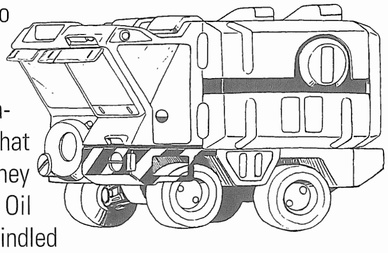
Media: An all-pervasive force in 2033, television has moved into the realm of total entertainment. Hundreds of channels crowd the airwaves on top of cable/satellite subscription channels, covering every type of programming, and radio remains a popular form of entertainment for people on the move (driving, jogging, etc.). Giant TV screens are beginning to replace billboards for advertising purposes—they can be seen everywhere, from the walls of buildings to the undersides of slow-moving, low-flying advertising blimps. Media programming comes from AIC, EMI and other massive entertainment conglomerates who produce not only TV and radio programs, but CDs, videos, movies, and comics for the masses; there are also still a few pirate channels operating out of hidden stations and through cable and satellite patch-ins. All media data is digital, so it's easy to alter, edit, or even create whole portions of programming without any degradation in image quality—needless to say, video is rarely accepted as trial evidence.

Power Sources: Due to the rampant exploitation of the environment, "classic" sources of energy such as fossil fuels and nuclear power have become only marginally viable. Just as Gasohol has replaced gasoline as the major fuel for automobiles, so too have hydrogen-burning turbines replaced the gas-guzzling engines used in airplanes and helicopters.

Similarly, fossil fuel-based power systems have been replaced by other means of providing massive quantities of energy. Fuel cells (chemically catalyzed power packs) far superior to any conventional batteries have also been developed, but they're still too expensive to warrant their incorporation into anything other than devices which are already complex and expensive. For this reason, fuel cells are generally used for high-performance Boomers and Powered Suits. Many new buildings in MegaTokyo and other cities have their own fuel-cell generators which they can use in case of a power outage, and Boomers which do not run on electrically recharged batteries use fuel cells to power their engines.

Hydroelectric stations are now the most common power source for urban areas, using the motion of waterfalls or the tides to run electric dynamos. Geothermal power is used where available, but solar power stations are much more common—glittering seas of photovoltaic arrays spread for miles in open, unpopulated areas on the outskirts of many conurbations. Furthermore, the development of space resources has established several orbiting solar-array satellites which beam energy by microwave to collector stations across the equator.

Nuclear reactors are a relatively uncommon power source due to their hazard potential, and fusion is being developed as the replacement standard in nuclear power, being cleaner and safer than fission-based models. Real and exciting progress is being made such that fusion reactors are being put into limited test use.



Automobiles: Contrary to expectations, the 21st century yielded no huge new developments in transportation. What has changed is what vehicles run on and how they implement their systems. Oil supplies have inevitably dwindled to a trickle, so alternative sources were sought; the most effective answer came in the form of a grain alcohol-based fuel called Gasohol. Now most motor vehicles either burn Gasohol, or run off of batteries.

Cars and motorcycles are little changed from their Ford or Toyota roots. Most have lightweight composite frames, and control systems employ a few more digital displays, push button controls, and traffic data links. Autopilot systems are available—but they're expensive and they're only good enough for basic driving conditions—no street racing on full-auto!

Rail Travel: Within city limits, the trains of old are all but gone—superconductor magnets have made it possible to build extremely cheap and durable, high speed, magnetic levitation trains. Riding on magnetic cushions, these "maglevs" have become one of the major transportation resources in the 21st century. Financed by corporations or city governments, they are present in most major cities. They are usually underground within the city limits, running on high pillars out in the suburbs.

Aircraft: Skyliners still ply the air lanes, and suborbital supersonic spaceplanes make transcontinental flights comfortably short. Rotorwing aircraft are actively utilized within urban airspace—limitations on available space have made helicopters, aerodynes, and tiltrotors everpresent sights in the city sky. Aircraft are still typically outside the realm of private individuals, but are popular as commuter vehicles between city centers and hub airports, as police patrol and support craft, and as corporate vehicles operating from rooftop pads atop skyscrapers.

Rotors are being replaced by aerodyne arrays: single large fans housed in a ring-like fuselage to provide lift. Tiltrotor aircraft mount two large, wide-propped engine nacelles at the ends of long, high-lift wings. These engines can be tilted from a forward-facing direction to a vertical position, allowing the aircraft to take off and hover vertically. The wings can be folded back along the body for easy storage, making tiltrotors perfect vehicles for rooftop pads.

Weapons: Most personal weapons have changed little in the last hundred years. More powerful gunpowder is used to fire deadlier bullets faster and farther, but the basic idea is the same. In fact, many 20th century weapons are still in use in 2033—the ever-popular Colt Government .45 and the 9mm Uzi remain in use alongside caseless-ammo, composite-construction assault modules.

On the cutting edge are lasers (which fire focused light which causes heat damage) and railguns (which magnetically accelerate metal slugs to incredible speeds)—such weaponry is rare in man-portable form, since the power requirements for such high-energy armament are nearly prohibitive. Boomers are the only man-sized (OK, almost man-sized) things which regularly mount such high-energy weapons.

On the other hand, lasers and railguns (as well as cannons, rockets, and missiles) are in wide use as vehicular weapons, being fielded by Powered Suits, Battlemovers, tanks, and other fighting armor. There are scores of experimental weapons being tested by corporate research labs, including particle beams, monomolecular blades, and even gravitic-pressure cannons, but most of those are yet to be seen on the battlefield.

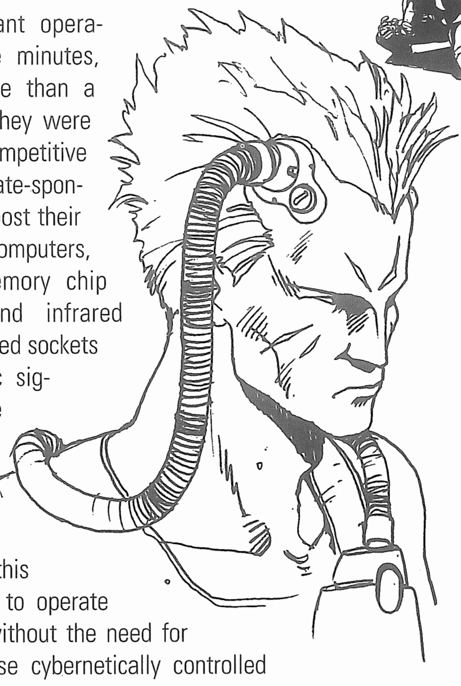
▼ NEW TECH DEVELOPMENTS

"Fluid temperature: 23 degrees C. Ion concentration: 75%. Commencing armor plating."

—Genom technical staff at work on giant Boomer prototype, mid-2033

Along with the relatively mundane technologies mentioned above, the 21st century has seen the emergence of several technologies which were all but fiction before 2000. Cybernetics, mecha-tech, genetic engineering, nanotechnology, artificial intelligence, and Boomers are all new developments which have exploded in the last thirty years.

Cybernetics: By the 1990s organic biochips were being grown in laboratories. By the turn of the century, artificial limbs moved by pseudo-plastic muscle fibers and controlled by hardwired nerve connections were an effective reality. By the 2020s, cybernetics had become a popular alternative to classic medical science. The ethos of the 2020s was that if a part of you hurt, you didn't bother with expensive treatment—you just replaced it!



With most implant operations taking only five minutes, cybernetics were more than a medical technology—they were a hip new fashion. Competitive individuals and corporate-sponsored workers could boost their talents with built-in computers, reflex enhancers, memory chip information links, and infrared vision. Through implanted sockets which route electronic signals to and from the central nervous system, a person could even link to properly equipped machines via cables—this would allow the user to operate the device mentally, without the need for physical controls. These cybernetically controlled vehicles, weapons, and computers all had superior performance to standard models. Cybernetics were embraced most strongly by the rebel set—in the "cyberpunk" underground style, it was cool to have obviously artificial limbs, camera-like eyes, and wires coming out of your head. This popularity endured despite high costs—cybernetics banks offered organ-donor discount programs, making enhancement affordable to anyone who could spare a kidney.

By the end of the 2020s, the cybernetics craze began to ebb. Medical studies and police reports had revealed a mental disease in which the addition of cybernetics caused an already unstable personality to fragment. A variety of psychoses could result, from disorientation to homicidal sociopathy. This so-called "Boomer Syndrome" (after the Cyberdroids) manifested in various forms, including compulsive lying, kleptomania, sadism, brutality, split personality, extremely violent mood swings, even murderous rage. Once "Boomer Syndrome" became a proven fact, cybernetic enhancement became a much less common phenomenon. Non-medical cybernetics were discouraged and in some cases made illegal. By the 2030s, mainstream cyberfashion was largely dead; most people had their cybernetic parts removed and replaced with flesh once more. Only hardcore cyberpunk rebels still eschew drastic cybernetic modification.

IN THE GAME: Cybernetics are not considered different from standard medical tech—many people may have an artificial part or two, but it looks normal and does not impact your character in any major way (if you want detailed cybernetics rules, check out R. Talsorian's *Cyberpunk* roleplaying game).

Mecha: Mecha, a name derived from the word "mechanism", is a generic term for any kind of robotic vehicle. Mecha are most commonly used for combat, as they are extremely versatile and maneuverable, and typical types of mecha include Powered Suits (power-assisted personal armor) and Battlemovers (multi-legged vehicles with one or more pilots). A recent development is the creation of mecha which are hybrids between Powered Suits and Battlemovers, generally using synchronized motion for leg control and joysticks for arm control. On the very forefront of mecha-technology is transformability: the ability to reconfigure the mecha's shape to adapt to different conditions. The U.S. Army's GD-42 can collapse its legs to fit in small spaces, and the prototype D.D. can transform between a 4-legged beastlike form (for all-terrain mobility) and a 2-legged humanoid form (for combat effectiveness).

Powered Suits: A Powered Suit is an armor-plated infantry machine designed for military use (and adopted by advanced police forces for combat with Boomers). Also known as a battlesuit or an armored trooper, such mecha are power-assisted with hydraulic and myomer actuators to synchronistically mimic the movements of the pilot who wears the armor. Every battlesuit must be adjusted for its controller's size and athletic ability—only those fitted with the machine can control it.

The first Powered Suit, the MADOX-01, was built in the late 1980s. The most common type of Powered Suits in the 2030s are those of the K-series developed by the USSD (although other types, like the German-made Daimler MF-405D, are also available). There are also civilian Powered Suits which are unarmored and have open chest cavities—these Power Loaders have replaced forklifts in warehouses and factories for moving heavy equipment.

Note: Classes are offered by manufacturers and employers for learning to operate Power Loaders, but to operate legally a military battlesuit, you need a license which can only be attained by enlisting in a military or advanced police force. To become licensed, one must take two courses: a 6-stage maneuvering course and a 4-stage combat course. The basic maneuvering training course is as follows: 1. A classroom course on the general subject; 2. Walking simulation; 3. Practice of walking and using the actual machine; 4. Basic movement simulation; 5. Executing basic movements; 6. Tested performance of all fundamental maneuvers. The combat training course involves: 1. A classroom course on the general subject of combat; 2. Personally taking part in staged training with combat attire; 3. Hand-to-hand fighting and long-range engagement; 4. A tested application of general combat sequences. Those who possess a 2nd-class (professional) license for Power Loaders are excused from taking the first and second parts of the basic course and the second stage of the combat test.

Battlemovers: These are the larger cousins of battlesuits; Battlemovers are usually 4-legged (although insectlike 6-legged types and semi-humanoid 2-legged types have also been made) and are generally faster and more heavily armed than Powered Suits. Since they are larger, they can afford more protection to their pilots: The cockpit is fully enclosed in the vehicle's "torso" (i.e., its hull), protected from all sides by thick armor plating. This added protection makes Battlemovers more appropriate for use in extreme situations, but the cockpit-type layout requires that a Battlemover's pilot use pedals and joysticks to control the vehicle instead of moving his own body. The first effective Battlemover was the now-obsolete Type-9, but most modern Battlemovers have a "D" somewhere in their designation.

Synchro-Tech: While still an emerging technology, several methods have been devised to allow a human brain to synchronize with machines through a computerized interface without requiring cybernetic implants. Such an interface effectively "skips the middleman" of physical controls such as steering wheels, pedals, joysticks, buttons and triggers—the operator's brain becomes the brain of the machine. Most Synchro-devices utilize electrode headsets and/or virtual-reality goggles, but as yet results have been inconsistent. Recall systems for database management have been relatively successful, and most large corporations have recall stations for their large information bases.

Other Synchro-devices have had varying degrees of success. For example, in 2030, a Psychic Brain Trip system was marketed to the public. Utilizing synchro effects to stimulate the user's brain, it could supposedly grant a safe high. However, vice departments took the PBT's manufacturer down; extended exposure to the PBT's feed to the optic nerve and the deep tympanum nerves caused blood to solidify in parts of the brain, leading to the formation of tumors. If untreated, this addictive stimulus caused hallucinations, a breakdown of the autonomic nervous system, and eventually death.

Military-industrial Synchro-systems like the J-1 (as used in the D.D. Battlemover) and the MFS (Mind Feedback System, as used in the Griffon) are less physically harmful and can grant superior control, but have a tendency to go awry—experience has shown that strong emotions can be "imprinted" on the computer core of a Synchro-system, potentially imbuing the machine with madness. These hang-ups in Synchro-technology will probably be overcome in the next few years, but until then such systems will remain rare and experimental.

IN THE GAME: Synchro-control grants +2 to all rolls involving operating the linked machine or computer, but the referee has the freedom to mess with the machine's "behavior" if he likes.

Artificial Intelligence: Most computers have no self-awareness; they have a set of skill-like programs and controllers dedicated to the completion of certain specified tasks and goals. However, a computer with a sufficiently powerful processor and enough memory can be imprinted with algorithms designed to emulate the thinking patterns of human beings.

Only a large network of multiply linked, cross-communicating holographic coprocessors can establish enough neural pathways to facilitate artificial intelligence—an AI can't be imprinted on a less complex system, which won't support cross-processing and holographic data recognition. A functioning AI is a "thinking machine", aware of its own existence and capable of sideways thinking, insigh, and logic leaps which are outside the realm of mere computers (an AI's motivations, reactions, and overall psyche are generally inscrutable). However, for an Artificial Intelligence to be any more useful than a normal human brain, it must be running on a machine with tremendous amounts of power, parallel processors, and memory storage—consequently, only national government agencies, mighty corporations, and other rich and powerful groups have AIs under their control.

Technically speaking, artificial intelligence has been around since 2020, when Dr. Katsuhito Stingray created the first Boomer (see below)—he built an artificial brain which functioned like that of a human, but its functional performance was only equivalent to a normal human's intelligence. It was not until 2028 that a "superior" AI was actualized, when Genom created the ALEX-01 supercomputer for installation in its MegaTokyo headquarters. The ALEX-01 was destroyed by terrorists almost immediately after it was brought online (see pg. 166), but another computer of equal or greater power is no doubt now online deep beneath Genom Tower (see pg. 91).

Because of their unprecedented intelligence and power, AIs are kept under very tight reins. Their activity is constantly monitored, and attempts to deviate from approved activities will be detected and stopped ... supposedly. As yet, no incidents of AIs going rogue have been made public, but considering the troubles which have been had with Boomers, it would seem to be only a matter of time.

AI CHARACTERS IN THE GAME: While Boomers are technically AIs, their brains are very much like those of humans—and are thus limited to normal human intelligence levels. While elevating a package of circuits and motherboards to self-awareness is more complex than building a Boomer brain, the large investments of money, programming time, and processor power pay off—being much smarter than any person or Boomer, all sentient computers have POWs of greater than 10.

While it may be smarter, a computer AI is otherwise very much like a real person; it has the ability to conceive of new ideas, make long-range plans, and act to further its own desires. However, what motivates a computer isn't exactly what would motivate you or me. AIs may have emotions, but they don't have glands; what generally motivates AIs is curiosity or survival, which makes them rather unpredictable. There's no telling what a curious AI (such as one which is obsessed with studying human or Boomer behavior) might do … just to see what happens.

This unpredictable nature of AIs has been known to turn ugly. An AI is sure to deal very harshly with hackers invading its system, but anything which restricts an AI from getting information, electrical power, or access to parts might also be considered a threat—even if the restrictions come from the AI's owners. The possibility that an AI's human operators might try to turn it off may also prompt a hostile response. For these reasons, most AIs are effectively "trapped" by a series of software blocks which keep them firmly under the control of their human creators. Escapes, however, are not unheard of.

Personality-wise, AI's tend to be distant, powerful and unpredictable. They play by their own internal logic, which is often skewed, hard to decipher, or simply nigh-unfathomable by mere humans. While AI's *could* be brought into a *Bubblegum Crisis* game as player characters, we recommend that you treat them exclusively as non-player characters instead.

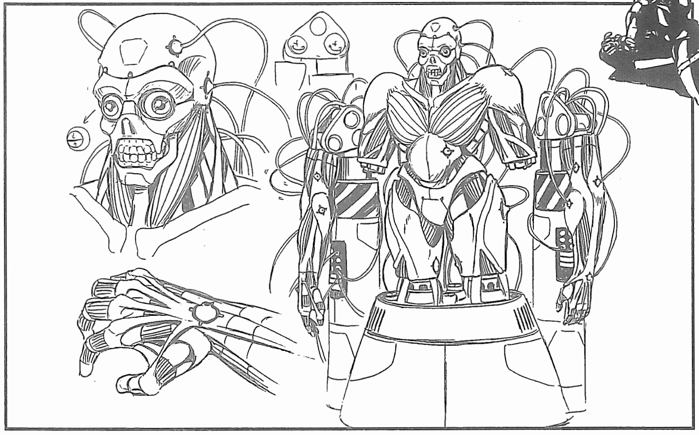
Nanotechnology: This radical field involves the use of microscopic machines which can manipulate individual molecules and is only just beginning to be explored to its full potential. When large numbers of "nanites" are used together, they act like a kind of virus, able to transform matter at the molecular level.

Nanotech has been long been used in medical applications, particularly in the field of cybernetics—nanoids are injected into the area to be surgically altered, along with a supply of the raw materials needed to perform their jobs (for example, nanoids can weave the nerve splices necessary to allow the implantation of sophisticated cybernetics such as eyes and ears). Powered by body heat and nutrient chemicals, these tiny machines quietly go about their business—they can knit broken bones, destroy tumors, splice nerves, repair muscle fibers, and alter body chemistry.

Boomer science led to major breakthroughs in nanotechnology, allowing Cyberdroids to maintain and repair their own systems and even "clone" their own molecules, granting them the power to compress and expand their bodies, extend their limbs, and sprout hidden equipment. At the most extreme range, nanotech has been used to grant certain Boomers the ability to fuse with inorganic matter; Fusion-capable Boomers can "infect" objects and take total physical control of them.

Nanotech is currently a new technology, but it is expected to be a very important field in the future, affecting every aspect of life.

IN THE GAME: In game terms, nanotech is currently seen only as a tool for medical repair and surgery, manufacturing, and unusual Boomer functions (like Fusion abilities).



Boomer Technology: "A New Race" is one way to describe these remarkable beings, artificial humanoids designed as a labor force for outer space and here at home. Their presence has had dramatic effect on the world of 2033—both positive and negative.

Boomers were created to aid in the development and colonization of outer space. The Cyberdroid development program (known cryptically as the "PCBC") was being handled by the BioEscape Corporation, which was directly controlled by the USSD. Having devoted his life's work to merging the fields of biotechnology and mechatronics, BEC's chief researcher Dr. Katsuhito Stingray was placed in charge of the plan.

Most of Doctor Stingray's work was conducteed at BEC's Wiz Laboratories facility. For the first experimental body, a frame composed of synthetic resin and a nervous system identical to a human being's were used; an actual human brain served as the central processing core for the android. Eventually, advances in the fields of biological and electrical engineering allowed Dr. Stingray to construct an artificial processor comparable to a human brain, and sometime in 2020, the first Cyberdroid was created—it was named Adama.

Despite this initial success, the plan's progress was often temporarily suspended due to the incredible costs involved—the price of producing one Boomer was equivalent to training twenty astronauts! At the same time, Genom was seeking government funding for its space development projects—as an incentive, Genom invested a great deal of capital in the PCBC, which allowed development to continue. Gradually, the "Boomers" (as they had come to be called) were equipped with thrusters for greater space mobility and a stronger covering for protection from cosmic rays. As their distinctly humanoid features improved, Boomers were effectively becoming a second human(oid) race.

After two years of on-and-off development, Wiz Laboratories was destroyed due to an explosion caused by an operational error of some kind. Dr. Stingray was killed in this horrible "accident." With all data and prototypes lost, the PCBC was suspended. Later, a faction within the USSD worked with Genom to secretly reimplement the PCBC, creating a wealth of Boomers which soon appeared on the open market. Some were civilian and benign, but others more twisted and sinister: combat creatures illegally designed to serve military objectives.

By 2033, countless types of Boomers are available: simple labor units, nursing androids, bestial combat models, exotic computer-linked types, anything the market requires. Many even serve their original purpose of space development. With the general public's acceptance of their usefulness, non-combat Boomers have become integral to modern society and have significantly contributed to mankind's welfare. But the questions remain: Have we really just built a race of mechanical human slaves? If Boomers are truly aware, don't they have the right to be free? See pg. 96 for more on Boomers.

THE KNIGHT SABERS

"A mysterious armored band that haunts our orderly society. They oppose Genom, shake down the weak for huge amounts of money ... and even destroy helpless girls' cameras."

— Lisa Vanette, Amateur News Photographer, AD2033

They are the Knight Sabers: Battlesuited warriors constantly seen combating the brutal rampages of mad Cyberdroids in the streets of MegaTokyo. Their real identities remain a mystery. Are they hi-tech avengers conducting a personal war against the rising tide of rogue technology and twisted corporate greed? Or are they criminal vigilantes, pursuing a reckless vendetta against the largest corporation in the world?

Actually, they're a bit of both. The team consists of Sylia Stingray, Priss Asagiri, Linna Yamazaki, and Nene Romanova, as well as Mackie Stingray, Sylia's gifted little brother, and Dr. Raven, an eccentric associate of Sylia's father. Like comic book heroes, the Knight Sabers do work to contain the Boomer theat to the public, and they also maintain an extra-legal, secret organization designed to counter any "excessive" actions by Genom and the other megacorporations. Each member leads a hidden double life: normal MegaTokyo citizen on one side and Boomer-busting battler on the other. And Sylia Stingray *is* conducting a vendetta of sorts against Genom, using this unique group and the technology she has developed based on her father's tragic research (see below). While the police and government officials must officially denounce the Knight Sabers' actions, they are actually grateful for the team's help in fighting the frightening plague of combat Boomers that even the AD Police seem ill-equipped to stop.

Unlike most comic book heroes, however, the Knight Sabers are not only vigilantes, but specialists-for-hire as well. Developing and maintaining cutting-edge combat gear isn't cheap, and Sylia's pockets aren't bottomless. While they often take it upon themselves to stop those Boomers too powerful for the AD Police to handle, the Sabers are also perfectly willing to work for money—provided the client meets Sylia's strict standards. The Knight Sabers will not work for criminals, Genom, or anyone else whom Sylia considers morally or politically unacceptable. Ironically, the same governments that must rail against the Knight Sabers' flaunting of the law have been known to hire them for "special" tasks—at a steep price. (Even more ironic, Genom itself has hired the Knight Sabers, albeit indirectly through the SDPC.) Their jobs have included bodyguarding, counter-espionage, hostage rescue, and even missing persons work.

Dedicated to confronting the evils of Genom and its Boomers, and to easing the suffering of the people oppressed by the New World Order which is being forced upon them, the Knight Sabers operate outside the law to enforce what they see as true justice.

▼WHERE THEY CAME FROM

Doctor Katsuhito Stingray, the man who created the first Boomers, may go down in history as one of the greatest scientists who ever lived. His "new race" of Cyberdroids changed the face of the world and redefined humanity. Sadly, his plans for Cyberdroids didn't match those of Genom—when he publicly accused the corporation of planning to use his creations for a "frighteningly ambitious plot", he may as well have been signing his own death warrant. Brian J. Mason assassinated the doctor, and Dr. Stingray's Cyberdroids were twisted by Genom into the ominous Boomers so well known in 2033.

Dr. Stingray was survived by his children, Sylia and Mackie. Sylia, being the elder child, was entrusted with the Doctor's huge fortune and a mysterious data unit—one filled with all the Doctor's research information, as if Dr. Stingray had known he was in imminent danger. As she matured, Sylia became the executor of her father's will and her brother's legal guardian, and watched Genom's grand schemes unfold. Appalled by the giant enterprise's evil deeds and the threat they posed to the freedom of Japan and the world, Sylia organized her own covert operation. She invested wisely, bribed key people across the city, refined her father's mecha-technology, and recruited three women into her covert task force: the Knight Sabers.

"We work under the counter, as you know. What alternative do you have, except to trust us?"

—Sylia Stingray to General Schwarz, AD2032

▼WHAT THEY DO

Officially, the Knight Sabers exist "to defend peace and justice, and rid the world of evil." However, what they really hope to accomplish is less easily sloganized. At first glance, the alleged heroism of the Knight Sabers seems shaky; it's well known that they fight rogue Boomers, but it's also well known that they work for pay and that their service fees are astronomical. Even if one excuses their vigilante behavior and their apparent greed, their goal could easily be mistaken as a crusade to destroy Genom and its horde of Cyberdroids.

Sylia didn't form the Knight Sabers to eradicate Boomerkind or to destroy Genom, although this is tempting; as the world's largest corporation, Genom contributes to—even causes—wars across the globe by manufacturing weapons and military Boomers. However, Genom also makes products (including many Boomers) which are useful, even vital, to society. By this point, Genom has become integral to the economy of the entire world; if the corporation were destroyed, civilization itself would probably grind to a halt. However, the fact remains that for every good thing Genom brings to the world, it also brings something bad. Sylia knows that to keep the world from falling into chaos, Genom's actions must be carefully checked and balanced—and since Genom seems unwilling to restrain itself, the Knight Sabers must do it for them. It should go without saying that to tackle such a job would require tremendous resources, superior technology, and thus a great deal of money—hence the Knight Sabers' seemingly mercenary tendencies.

In essence, the Knight Sabers exist to keep Genom in check, to prevent them from taking over the world. Exactly what Genom would do with control of the Earth is unknown, but it may involve the eventual replacement of "obsolete" humanity with Boomers. Sylia's personal stake in her father's creations, as well as her sense of responsibility to humanity, obligates her to prevent this from happening.

▼HOW THEY OPERATE

The Knight Sabers' operation is a cross between a private detective's and a secret corporate strike team's. Sylia has set up a vast web of contacts, agents and computer links whose primary function is to funnel information on Genom and Boomer activity into her hands. Coincidentally, they are also useful for finding and arranging the clandestine contracts that provide the Knight Sabers with their operating capital.

Informants and other agents freelance for the team, operating on a need-to-know basis. In addition, Sylia regularly scans the Net boards and newsfaxes for postings that may be of interest to the team. Should a request for the Knight Sabers appear, Sylia is careful to use her network to determine the trustworthiness of the employer. One agent in particular, Fargo, has proven useful in the delicate process of locating and screening potential clients, and Sylia trusts him to the point of allowing him to know her real identity. Payment is always one half up front, half upon completion, deposited into an anonymous Net account.

Once a case has been taken (whether on a pro-bono basis or not), the team will often do their own field work, using their individual talents to gather as much information as possible. Nene's access to the AD Police database is extremely important in this regard, and Priss' knowledge of the street has proven useful as well. Secret hand signals, covert surveillance, Nethacking, and straight legwork have all been among the Knight Sabers' techniques. Mackie will often follow the team into the field with the Silky Wagon, which contains the team's Hardsuits and Motorslaves (see pgs. 74-88), just in case things get hot—which they almost inevitably do. In fact, the team is often called upon to use its mechanized weapons to resolve cases, facing off with protagonists either to defend the target or to "convince" culprits to turn over a stolen item or person. If you've got all that cool tech, it only makes sense to use it!

The Knight Sabers' base of operations is at Ladys633 building, which Sylia owns. It is home to Sylia's cover business, the Silky Doll Lingerie shop; upstairs are her apartments, which contain a police bandwidth scanner and her personal databank system, which is powerful enough to access computers anywhere in the world (POW 9, but she won't let it be used for personal business). The basement garage houses the Silky Doll van and trailer, as well as a maintenance shop for the Knight Sabers' gear. A great deal of development and repair work goes on at Dr. Raven's garage in Timex City (see pg. 148). The garage also hides a hi-tech training facility, which includes computerized exercise and medical gear and a holographic simulation room for combat exercises.

While the Knight Sabers have impressive connections and technology, their success is owed largely to Sylia's brilliance and careful planning. She is constantly analyzing, evaluating, and anticipating events, and she always has a backup strategy in case things don't go her way initially. For instance, she has contingency plans in case a member dies, quits, or is otherwise rendered non-viable. Similarly, there's room for other members in the team should likely candidates present themselves. Despite her business and tactical acumen, however, she and the other Knight Sabers often pursue personal cases that offer no return, *especially* if they involve Genom and/or Boomers—the Sabers have agendas that go far beyond money.

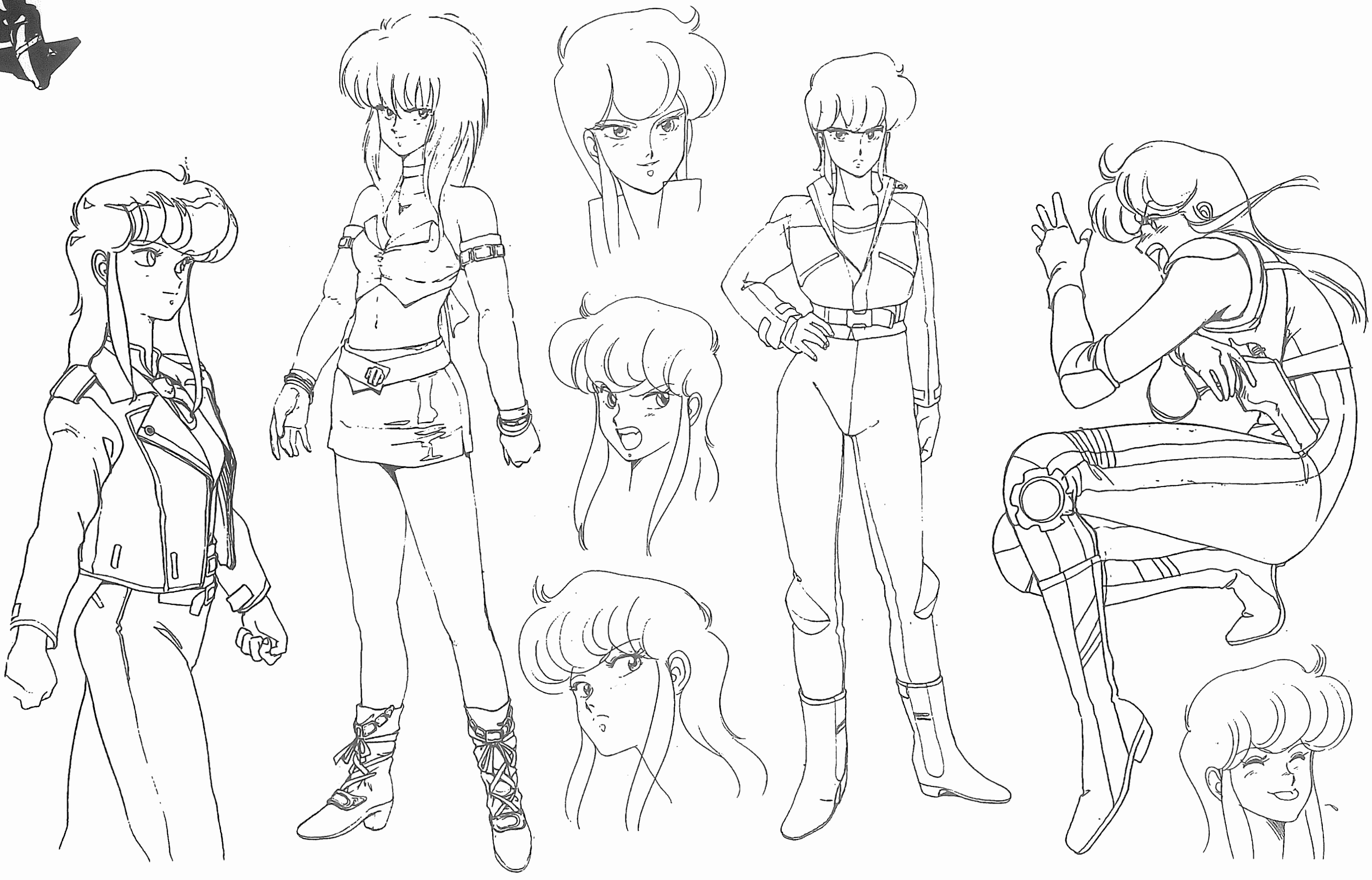
The Knight Sabers have been operating at ever higher profile levels since they were founded in 2031. Their first encounter with the AD Police occurred in mid-2032 at the beginning of the Cynthia case. By late 2033, they've gotten a great deal of publicity: Vision publicly thanked the Knight Sabers at her final MegaTokyo show, and Lisa Vanette's front-page article about their December rescue of the AD Police headquarters has also garnered them a lot of attention. All this good press was much needed, considering the team's earlier involvement in such messy affairs as the USSD's satellite weapon fiascos. By the end of 2033, the Knight Sabers have achieved the status of folk heroes—which makes it all the more likely that Genom will focus serious attention on them.

THE 11 RULES OF THE KNIGHT SABERS

In order to assure the smooth operation and secrecy of her organization, Sylia has laid down eleven regulations for the Knight Sabers:

1: Do not divulge any information concerning this organization.
2: Do not act upon a personal grudge.
3: Do act without the mutual consent of all the members.
4: Do not secede from this organization.
5: Members are personally responsible for any damage done to the organization's equipment unless that damage was unavoidable.
6: Do not divulge any information concerning our clients.
7: Do not gather information on your own. The task of intelligence-gathering is to be distributed evenly among all the members.
8: Keep in contact with the other members regularly.
9: The members do not know each other outside of this organization.
10: Do not get involved with a man.
11: The penalty for violating any of the ten regulations listed above is death.

While these rules may seem heavy-handed, the fact of the matter is that almost every one of them has been broken, and Rule 11 has never been invoked. Rule 1 is a tricky case—while several people (Brian J. Mason, Sylvie, Leon, Anri, Reika, and Lisa) know the identities of some or all of the members, nobody actually *reveals* anything. Similarly, Priss has *almost* broken Rule 2 several times, but the others have always wound up supporting her grudges. However, Priss *has* broken Rules 3, 4, and 7, and how her personal duel with Largo and his HyperBoomers (which resulted in the destruction of her old Hardsuit *and* her old Motorslave) relates to Rule 5 is also a scary thought. Linna, on the other hand, breaks Rule 10 regularly, and everyone except Sylia has broken Rule 8. Rule 9 is flagrantly disregarded by all four women, but at least Rule 6 has been followed. One can only see these rules as ideals which have been rapidly "modified" in the face of reality.



▼PRISCILLA S. ASAGIRI

AGE: 20. HEIGHT: 168cm. *Last Name's Meaning: Morning Mist*

Priss lost her parents in the Second Kanto Quake, when she was 12. Her childhood was spent in a gloomy orphanage, and by 17 she left to join a motorcycle gang and become a small-time singer. While daring fate on her motorcycle and performing at small-time clubs like Hot Legs and The Night's City Road, her soul cried out for more. The leader of her motorcycle gang soon captured Priss' restless heart, but it couldn't last. Having learned secrets he shouldn't have, he was murdered, and, due to the involvement of "a certain organization", the AD Police declared his death accidental (Priss has carried a grudge against the ADP ever since). Gun in hand, the enraged Priss planned to hunt down the killers … but before she could exact her revenge, a mysterious lady in a red Benz approached Priss and offered her something more.

Having entrusted her fiery soul to Sylia, Priss is now a member of the Knight Sabers. Her regular job is as lead vocalist of a hard-rock band called The Replicants. She calls an old trailer parked in a junkyard her home, and is currently staving off a potential relationship with Leon.

NOTES

Priss is a rebel and a thrillseeker, but her self-destructive psyche is countered by a strong will. She fluctuates between being casual and hostile—she generally does not allow people to get close to her, as most who do wind up dead. Among her many quirks are her tremendous appetite, her disdain for housework, and her obsession with motorcycles. She goes through two bikes a year, due probably to the fact that she drives like a maniac. Priss is skilled at hand-to-hand and armed combat, and has incredible endurance. Being a child of the streets, she fights dirty.

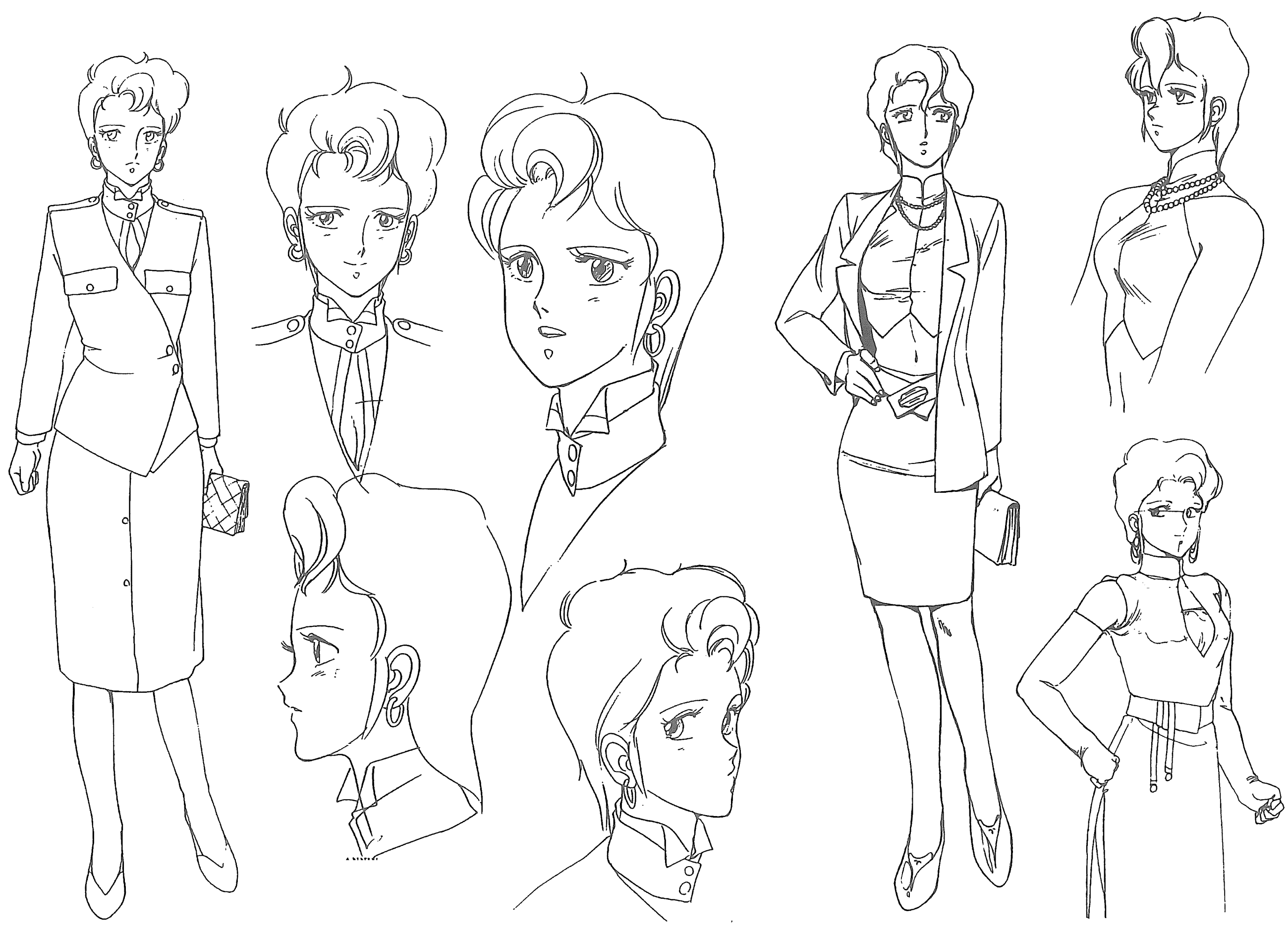
PRISS

AGE	20	JOB	Rock Singer

INT	5	PERS	8	WILL	7	TECH	7	MOVE	6
REF	10	DEX	8	STR	4	CON	10	BODY	10
LUCK	15	MAX	144kg	LIFT	72kg	CAR	36kg	THRW	8m
PNCH	4D6	KICK	5D6	RUN	18m	LEAP	3m	SWIM	6m
STUN	25	PD	-20	HITS	75	RCVR	14	RES	21

SKILL	LVL	SKILL	LVL	OPTIONS	LVL
PERCEPTION*	+4	FIREARMS	+8	BEAUTIFUL	+3
CONCENTRATION*	+6	GUNNERY	+6	RENOWN	+3
EDUCATION*	+2	MECHAPILOT	+6	COMBAT SENSE	+3
PERSUASION*	+4	DRIVING	+7	PAIN THRESHOLD	+5
SOCIAL*	+2	DETECTIVE	+1	WEALTH	+3
LOCAL KNOWLEDGE*	+7	ESPIONAGE	+2	MARTIAL ARTIST	-
TEACHING*	+2	WARDROBE & STYLE	+3	RAPID HEALING	-
ATHLETICS*	+7	PERFORMANCE	+6		
STEALTH	+2	BASIC TECH	+3	BAD TEMPERED	-4
HAND-TO-HAND	+7	HIGH TECH	+1	STUBBORN	-3
MELEE	+7			SECRET IDENTITY	-10

EQUIPMENT: Motorcycle (usually a red, customized Pro Racer), knife, gun (either Combat Handgun, Combat Revolver, or the Member-II), stage costumes and motorcycling leathers (SP10), guitar & stereo equipment, Poor Lifestyle (old trailer home).



SYLIA

AGE	23	JOB	Entrepeneur, Scientist						
INT	10	PERS	7	WILL	8	TECH	8	MOVE	5
REF	9	DEX	9	STR	3	CON	8	BODY	7
LUCK	19	MAX	100kg	LIFT	50kg	CAR	25kg	THRW	6m
PNCH	3D6	KICK	4D6	RUN	15m	LEAP	2.5m	SWIM	5m
STUN	20	PD	-16	HITS	50	RCVR	11	RES	24

SKILL	LVL	SKILL	LVL	OPTIONS	LVL
PERCEPTION*	+5	FIREARMS	+7	BEAUTIFUL	+3
CONCENTRATION*	+8	GUNNERY	+5	COMBAT SENSE	+4
EDUCATION*	+8	MECHAPILOT	+5	WEALTH	+9
PERSUASION*	+5	DRIVING	+6	MARTIAL ARTIST	-
SOCIAL*	+6	PILOT VTOL	+4	SECRET IDENTITY	-10
LOCAL KNOWLEDGE*	+6	DETECTIVE	+4	DEPENDANT	-10
TEACHING*	+8	ESPIONAGE	+6	DUTY	-30
ATHLETICS*	+8	WARDROBE & STYLE	+6	LEADERSHIP	+6
STEALTH	+3	BUSINESS SENSE	+6	RESEARCH	+7
HAND-TO-HAND	+6	HIGH TECH	+6	SUPERTECH	+8
MELEE	+7	MILSPEC TECH	+7	SUPERSCIENCE	+9

EQUIPMENT: Replica 1954 Mercedes-Benz 300SL (55SDP, -3MV, MA10), Mini Revolver, high fashion clothes, home electronics (effectively anything you can think of), Rich Lifestyle (owns Ladys633, with penthouse apartment).

▼SYLIA STINGRAY

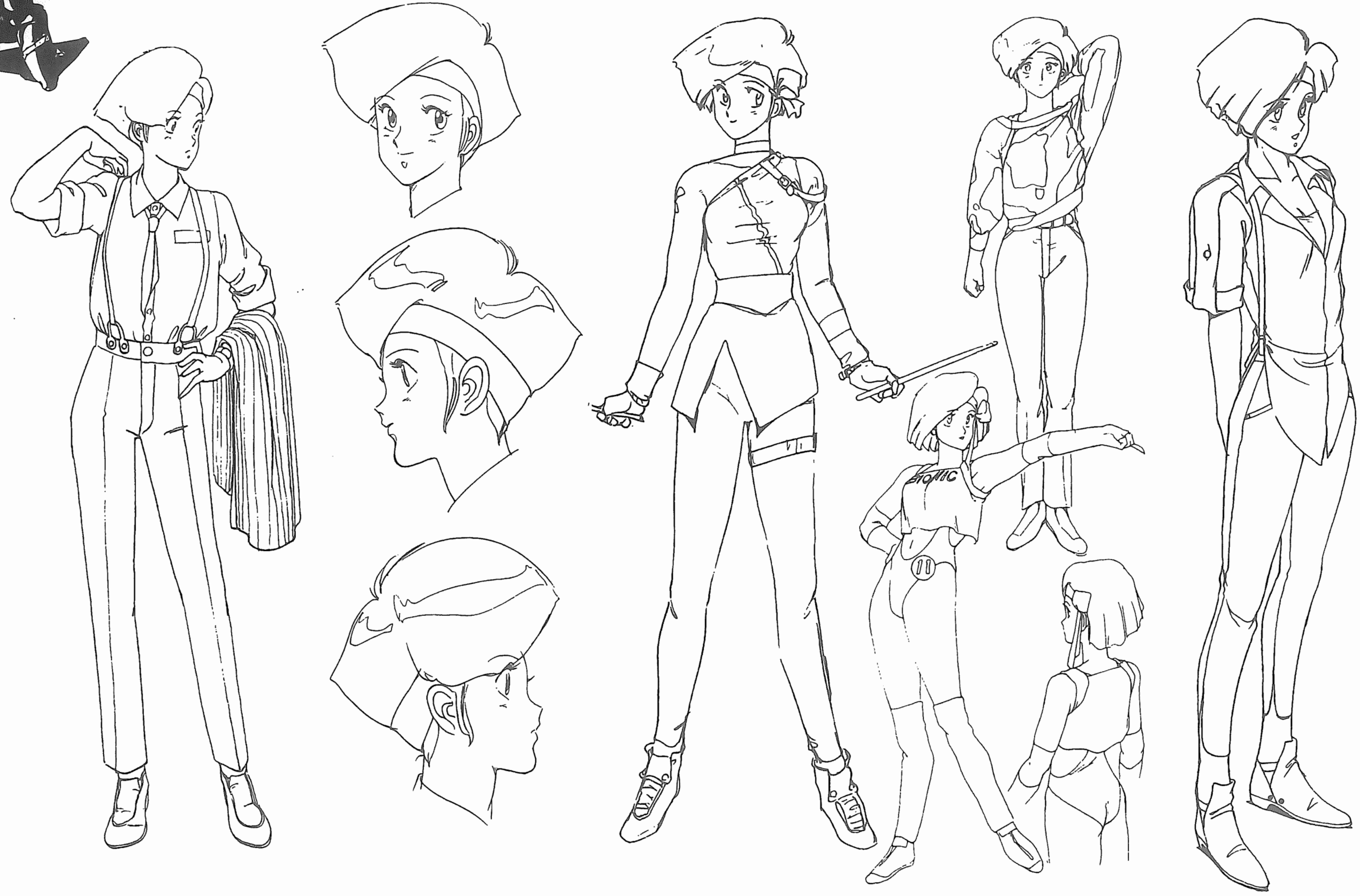
AGE: 23. HEIGHT: 179cm.

Sylia was raised in the lap of luxury, as she is the daughter of the creator of Boomer technology—Dr. Katsuhito Stingray. In 2022, he was assassinated by Genom (specifically by Brian J. Mason), so Sylia was left alone to raise herself and her little brother Mackie. However, Dr. Stingray left her a huge fortune, and all his research data was downloaded *directly* into her brain using a technique derived from his Boomer research. Sylia now had the ways and the means to fight her father's murderers. Meanwhile, having stolen Dr. Stingray's technology, Genom corrupted the late Doctor's creations and began terrorizing the citizens of MegaTokyo. The "reborn" Sylia vowed to stop Genom's abuse of her father's life's work, and set to work designing compact and powerful battle armor. She perfected her Hardsuit technology in 2030 and set out to recruit women for her vigilante group. By 2031, the Knight Sabers were a reality.

NOTES

Sylia is elegant and enigmatic—she keeps many secrets, and maintains a cool, controlled (sometimes even distant) front. She is driven to defeat Genom's evils, and has sacrificed her personal life for this cause. She has also adopted the other Knight Sabers as her surrogate family, and seems determined to elevate them all beyond the limitations which brought them to her to begin with.

Her financial empire and network of contacts is extensive; she owns several real estate properties, has access to military and corporate secrets, and has an ever-growing array of intelligence and counter-intelligence resources. In combat, Sylia is a calculating, efficient fighter—she usually goes straight for the head of a Boomer, putting it down as quickly and and cleanly as possible.



▼LINNA YAMAZAKI

AGE: 22. HEIGHT: 176cm. LAST NAME'S MEANING: *Mountain Headlands*
The Second Great Kanto Quake caused a great deal of chaos, including damaging several Boomers to the point of sending them into rampages. The then-new AD Police were unable to control the situation, and many citizens died because of the ADP's ineptitude—including Linna's parents. However, her natural optimism kept the orphaned 15-year-old from becoming embittered like Priss. Instead, Linna overcame her grief and pursued her dream of becoming a world-class entertainer. Soon, an audition for a musical revue provided her one shot at stardom—but her dreams were shattered when the judges were dissatisfied with her performance. It was at this low point in her life that Linna met a mysterious woman who, unlike the judges, was very impressed with her abilities. Now Linna's excellent reflexes and strong will help support the Knight Sabers.

NOTES

Linna is practical to the point of seeming superficial—as an underachiever, she's fickle and highly materialistic. However, she's also honest, polite, fun-loving, and sympathetic to people in trouble. Her understandability makes her endearing: She is the most "normal" member of the Knight Sabers, concerned with everyday things (like money, men, and her bad luck with cars) rather than being obsessed with vengeance or cuteness. Still, she maintains her one true passion: dance.

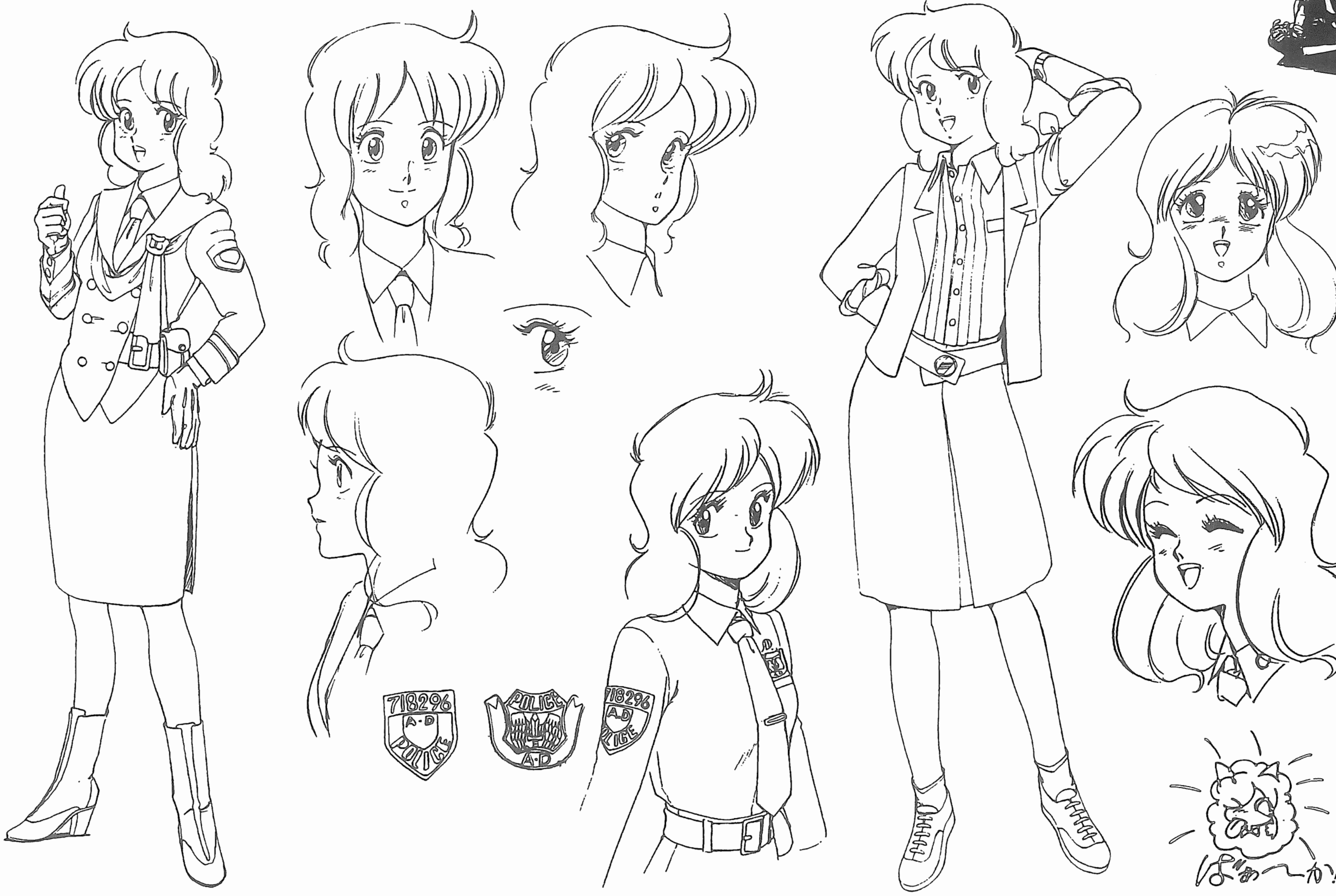
Linna's key affectation is her headband, which is necessary to keep her hair from getting in her eyes. Since she teaches aerobic classes every day, Linna is in excellent shape. As befits a dancer, Linna's fighting style is flamboyant, energetic and up-close-and-personal. This makes her the perfect choice as the Knight Sabers' melee combat and maneuverability expert.

LINNA

AGE	22	JOB	Aerobics Instructor						
INT	6	PERS	5	WILL	6	TECH	5	MOVE	9
REF	8	DEX	10	STR	2	CON	9	BODY	6
LUCK	14	MAX	72kg	LIFT	36kg	CAR	18kg	THRW	4m
PNCH	2D6	KICK	3D6	RUN	27m	LEAP	4.5m	SWIM	9m
STUN	20	PD	-18	HITS	40	RCVR	11	RES	18

SKILL	LVL	SKILL	LVL	OPTIONS	LVL
PERCEPTION*	+6	FIREARMS	+6	BEAUTIFUL	+2
CONCENTRATION*	+4	GUNNERY	+4	COMBAT SENSE	+5
EDUCATION*	+3	MECHAPILOT	+4	WEALTH	+2
PERSUASION*	+3	DRIVING	+5	MARTIAL ARTIST	-
SOCIAL*	+4	DANCE	+6	RAPID HEALING	-
LOCAL KNOWLEDGE*	+5	STOCK MARKET	+3		
TEACHING*	+6	WARDROBE & STYLE	+4		
ATHLETICS*	+9	DETECTIVE	+5		
STEALTH	+4	ESPIONAGE	+4		
HAND-TO-HAND	+8				
MELEE	+8			SECRET IDENTITY	-10

EQUIPMENT: Compact car (2032) or minivan (2033), leotards and casual clothes, assorted entertainment equipment (TV, VCR, CD players, etc.), Average Lifestyle (modest apartment).



NENE

AGE	19	JOB	ADP Operator

INT	9	PERS	6	WILL	5	TECH	6	MOVE	4
REF	7	DEX	6	STR	1	CON	7	BODY	4
LUCK	16	MAX	50kg	LIFT	25kg	CAR	12kg	THRW	2m
PNCH	1D6	KICK	2D6	RUN	12m	LEAP	2m	SWIM	4m
STUN	15	PD	-14	HITS	25	RCVR	8	RES	15

SKILL	LVL	SKILL	LVL	OPTIONS	LVL
PERCEPTION*	+3	FIREARMS	+4	BEAUTIFUL	+2
CONCENTRATION*	+2	GUNNERY	+3	COMBAT SENSE	+1
EDUCATION*	+6	E. WARFARE	+7	WEALTH	+3
PERSUASION*	+6	MECHAPILOT	+3	ADP MEMBER	+4
SOCIAL*	+3	DRIVING	+4		
LOCAL KNOWLEDGE*	+4	WARDROBE & STYLE	+2		
TEACHING*	+2	DETECTIVE	+2		
ATHLETICS*	+4	ESPIONAGE	+7		
STEALTH	+2	RESEARCH	+6		
HAND-TO-HAND	+3	HACKING	+10	AIRHEAD	-3
MELEE	+2			SECRET IDENTITY	-10

EQUIPMENT: Motor-scooter, ADP-issue Combat Revolver, casual (but cute!!!) clothes, ADP uniform & badge, advanced desktop computer and other hacking gear (POW 6), Average Lifestyle (modest apartment).

▼NENE ROMANOVA

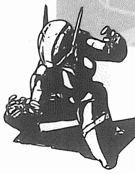
AGE: 19. HEIGHT: 156cm.

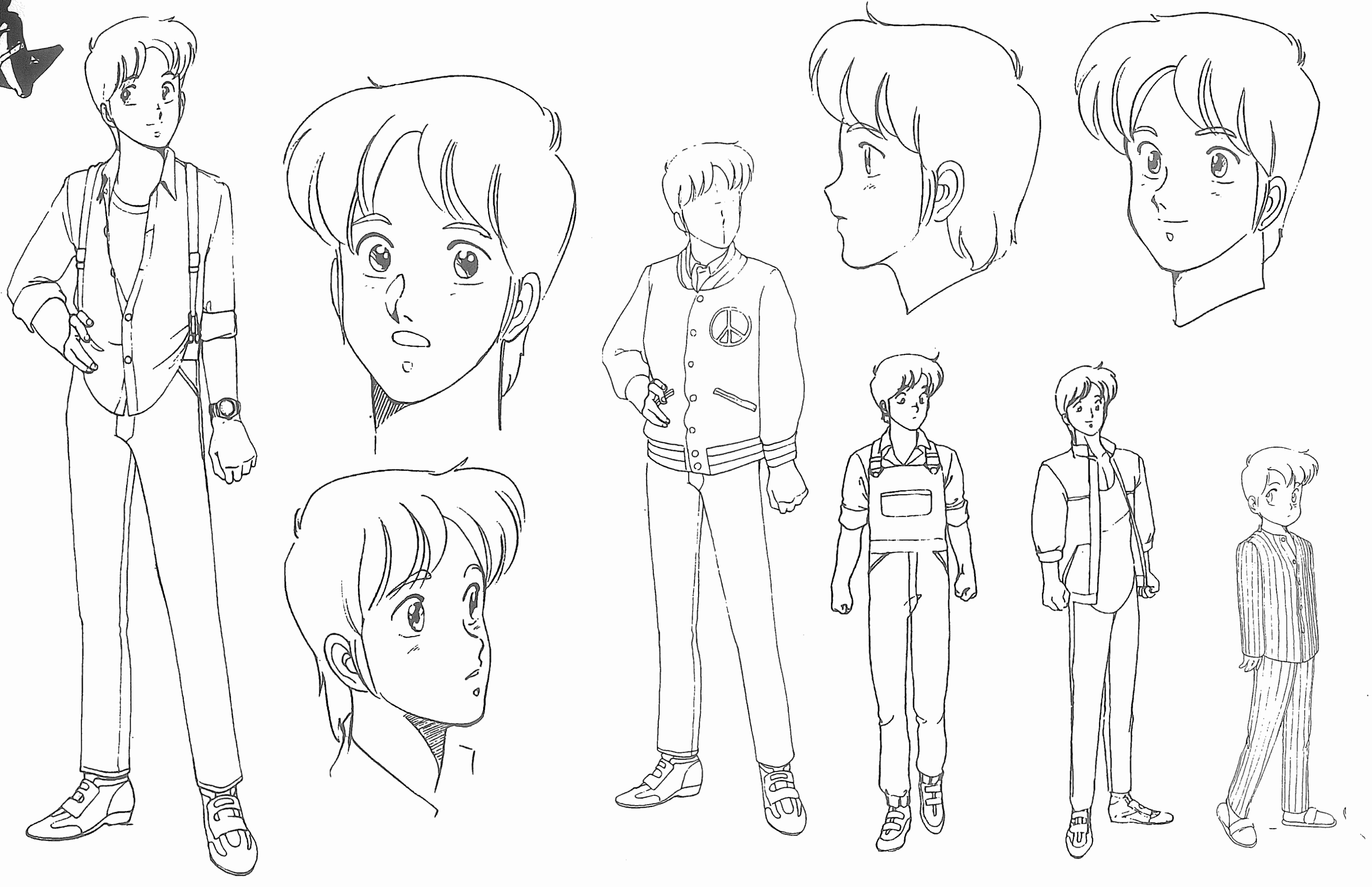
Unlike the other Knight Sabers, Nene isn't an orphan. Raised by well-off but overly strict and nosy parents, the mischievous girl quickly became fed up and ran away from home. Always too smart for her own good, Nene breezed through the classes at her all-girl high school despite the fact that she often cut them. Her boredom and innate knack for computers ("little miss cyberpunk," as Priss calls her) led her to all sorts of high-tech mischief, including computer hacking, wire-tapping, and other such electronic espionage. Meanwhile, Sylia had posted a highly complex, encrypted "help-wanted ad" program across the Net, knowing that no true hacker could resist such a challenge. Nene easily deciphered the ad's code and discovered an invitation to join the Knight Sabers! She decided to take the offer and became the final element of Sylia's team: the communications and electronic defense expert.

NOTES

Nene is open, brave, intelligent, and resourceful, but is also often silly, innocent and naive—not to mention exceptionally cute! She believes that people need to be helped, and sees her work with the Knight Sabers in a somewhat romanticized light. Deep down, she desperately wants to be accepted as an equal by others, particularly her fellow Sabers. Her job as an AD Police Operator makes her the main detective room's assistant, but sometimes she does double duty as a traffic controller or helps out in the communication center (the AD Police's computers are wrapped around her finger—or so she says).

Nene is not much of a fighter—she is the slowest, weakest, least graceful, and least violent Knight Saber. If she must go into battle, her favorite tactic is sneakiness—why duke it out with an enemy when you can scramble his neural net?





▼MACKIE STINGRAY

AGE: 17. HEIGHT: 162cm.

Sylia's younger brother could almost be considered a normal teenager (being fascinated by cars, gizmos, and girls), except that he is a *brilliant* mechanic, he doesn't attend any kind of school, and he's an assistant to the Knight Sabers. But Mackie is a lucky technophile, as he gets to fiddle with all sorts of mecha. He is also gets to hang around beautiful women all the time—which can be a little hard on his raging hormones. In short, Mackie's life is all but idyllic—Sylia has made very sure of that.

While Mackie is heir to half of the Stingray fortune, Sylia controls it all until her brother is twenty-one. In the meantime he lives with Sylia in her penthouse apartment at Lady's 633 and works in her lingerie shop, the Silky Doll. While very close to his sister, Mackie is now beginning to come into his own. He's not a full-fledged Knight Saber, but he has become a valuable assistant—in addition to serving as a mechanic (as an understudy to Doctor Raven), he drives the Knight Sabers' support vehicles (such as the Silky Doll wagon, heavy trailer, or Skycarrier), and even has access to a powered suit in case he has to enter the fray. His youthful enthusiasm and raw talent have proven immensely valuable to the team.

NOTES

Mackie is not consumed by the same drive to combat Genom that his sister is. He does want to avenge his father's death and keep Genom from misusing Boomer technology, but he isn't obsessed like Sylia, being younger, less experienced, and having led an easier, more sheltered life due to her protectiveness. However, Mackie is rapidly growing up—his relationship with Nene has bloomed over the past few years, and they may soon become more than simply friends and teammates ....

MACKIE

AGE	17	JOB	Whiz Kid

INT	8	PERS	2	WILL	5	TECH	9	MOVE	5
REF	5	DEX	5	STR	2	CON	6	BODY	4
LUCK	13	MAX	72kg	LIFT	36kg	CAR	18kg	THRW	10m
PNCH	2D6	KICK	3D6	RUN	15m	LEAP	2.5m	SWIM	5m
STUN	20	PD	-12	HITS	20	RCVR	8	RES	15

SKILL	LVL	SKILL	LVL	OPTIONS	LVL
PERCEPTION*	+3	FIREARMS	+2	WEALTH	+6
CONCENTRATION*	+2	GUNNERY	+2		
EDUCATION*	+5	MECHAPILOT	+2		
PERSUASION*	+2	DRIVING	+4		
SOCIAL*	+3	DETECTIVE	+1		
LOCAL KNOWLEDGE*	+2	ESPIONAGE	+4		
TEACHING*	+2	BASIC TECH	+8		
ATHLETICS*	+2	HIGH TECH	+7		
STEALTH	+1	MILSPEC TECH	+6		
HAND-TO-HAND	+1	SUPERTECH	+7	LECHEROUS	-3
PILOT VTOL	+2	SUPERSCIENCE	+6	SECRET IDENTITY	-10

EQUIPMENT: Casual clothes, assorted tools (cutting torch, mechanics tools, electronics tools), hobbyist's hacking gear (POW 4), Rich Lifestyle (lives with Sylia atop Ladys633).

▼DR. RAVEN

Don't call him "Pops!"

As Katsuhito Stingray's mentor and best friend, Dr. Raven taught him a great deal about the complex field of mechatronics. However, preferring a more hands-on approach to science, this "Nobel Prize" winner (probably a joke, but . . .) has set up a private garage in Timex City, where he does custom work for high-performance automobiles and motorcycles.

Fulfilling his loyalty to his lost friend, Dr. Raven looks after Sylia and Mackie. He has their full confidence, and works with the Knight Sabers to help them with the maintenance of their Hardsuits and Motorslaves. His knowledge of advanced mechanics has been quite useful to the team.

Another close friend of the Doctor's is an ex-racer, J. B. Gibson. Not knowing its dark purpose, Raven actually built most of the components for Gibson's cybermonster Griffon.

DR. RAVEN

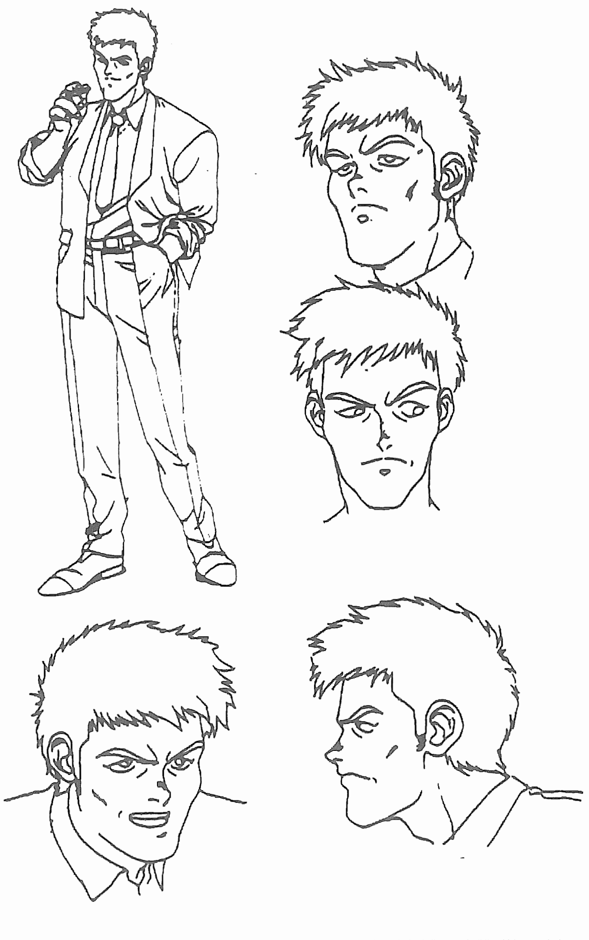
INT	10	PERS	6	COOL	6	TECH	10	MOVE	2
REF	4	DEX	2	STR	1	CON	4	BODY	2
LUCK	14	MAX	50kg	LIFT	25kg	CAR	12kg	THRW	2m
PNCH	1D6	KICK	2D6	RUN	6m	LEAP	1m	SWIM	2m
STUN	10	PD	-8	HITS	10	RCVR	5	RES	18

SKILL	LVL	SKILL	LVL	SKILL	LVL
PERCEPTION*	+4	SOCIAL*	+2	BASIC TECH	+10
CONCENTRATION*	+7	LOCAL*	+6	HIGH TECH	+10
EDUCATION*	+10	TEACH*	+6	MILSPEC TECH	+8
PERSUASION*	+5	ATHLETICS*	+2	SUPERTECH	+9

▼FARGO

Fargo is one of the most enthusiastic and reliable of Sylia's informants. He seeks out Genom-related contracts for the Knight Sabers as well as supplies sensitive information to Sylia as she needs it. His actual background is hazy; he has links to Genom as well as to the criminal underworld, so he may be connected to the Yakuza or simply be an inside man at Genom. Regardless, he's able to deliver the goods and maintain the trust of his clients in a very risky business.

Fargo fancies the life of a spy, seeing himself as Harry Lime (Orson Wells in *The Third Man*) and would like nothing better than to be the 21st century's James Bond—all he wants is a rendezvous in a shadowy bar, a martini in his hand, and Sylia in his bed. His loyalty is insured by a hefty retainer fee and the constant *hint* that a relationship may one day develop between them (while they've known each other a long time, this is *very* unlikely to happen).



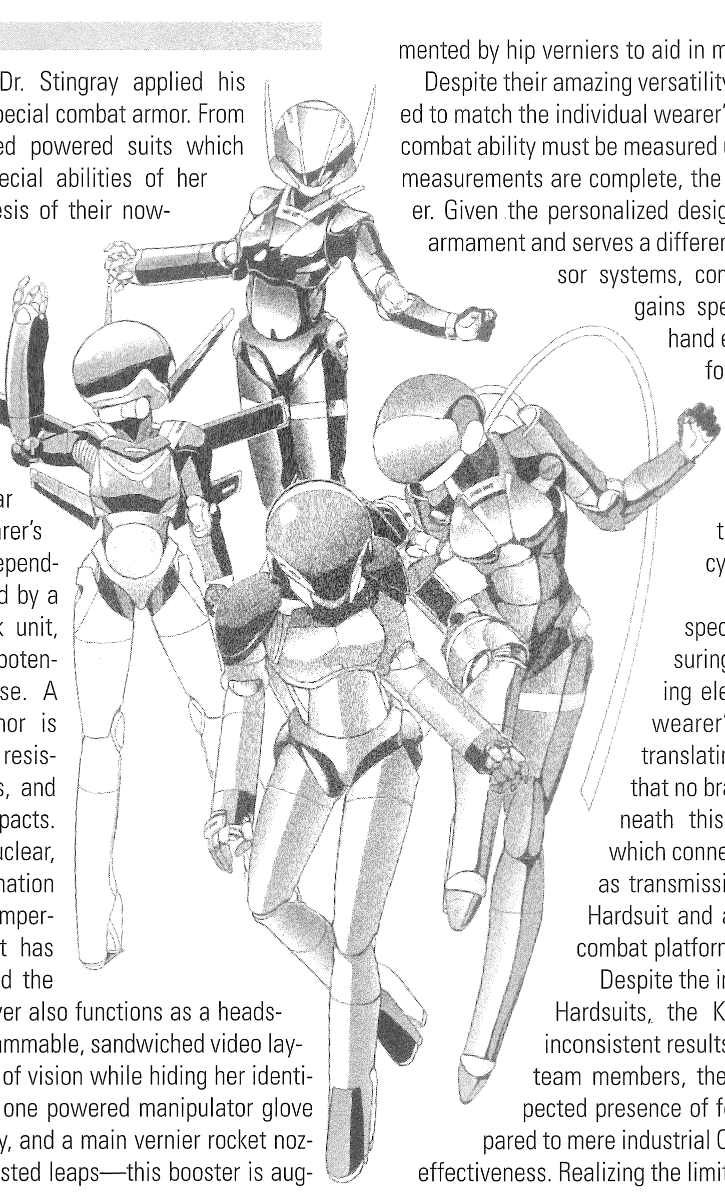
FARGO

INT	7	PERS	6	COOL	8	TECH	3	MOVE	5
REF	3	DEX	2	STR	4	CON	4	BODY	5
LUCK	10	MAX	144kg	LIFT	72kg	CAR	36kg	THRW	8m
PNCH	4D6	KICK	5D6	RUN	15m	LEAP	2.5m	SWIM	5m
STUN	25	PD	-8	HITS	25	RCVR	6	RES	18

SKILL	LVL	SKILL	LVL	SKILL	LVL
PERCEPTION*	+7	SOCIAL*	+2	RESEARCH	+9
CONCENTRATION*	+5	LOCAL*	+8	STEALTH	+5
EDUCATION*	+3	TEACH*	+2	FORGERY	+7
PERSUASION*	+5	ATHLETICS*	+2	HANDGUN	+2

KNIGHT SABERS TECH

▼THE HARDSUITS



Based on his Boomer research, Dr. Stingray applied his mechatronics principles to design special combat armor. From her father's notes, Sylia developed powered suits which would effectively increase the special abilities of her Knight Sabers—this was the genesis of their now-famous Hardsuits.

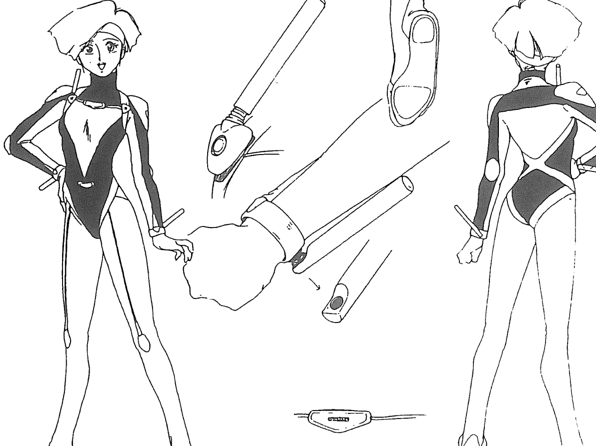
Years ahead of comparable armor systems, all the Hardsuits share certain elements and abilities. The basic suit frame consists of a layered truss of flat-actuated linear motors which are integrated within the exoskeletal armor. These linear motors work to multiply the wearer's body strength by 9 to 10+ times (depending on the model), and are powered by a super-efficient battery in the back unit, giving a Hardsuit enough power for potentially 50 hours of continuous use. A Hardsuit's ceramic and alloy armor is invulnerable to small arms fire, is resistant to heat and pressure changes, and even absorbs momentum-based impacts. Each suit is fully sealed against nuclear, biological, and chemical contamination and provides full life support and temperature control. A Hardsuit's helmet has two visors, the outer one solid and the inner one transparent. The inner layer also functions as a heads-up display (HUD) thanks to its programmable, sandwiched video layers, allowing the wearer a full field of vision while hiding her identity. Each Hardsuit also has at least one powered manipulator glove which houses most of the weaponry, and a main vernier rocket nozzle on the suit's back for rocket-boosted leaps—this booster is augmented by hip verniers to aid in maneuvering and to help break falls.

Despite their amazing versatility, each Hardsuit still must be adjusted to match the individual wearer's body and endurance. The wearer's combat ability must be measured using a special sensor suit; once the measurements are complete, the Hardsuit can be fitted to the wearer. Given the personalized design, each is equipped with different armament and serves a different function: Nene has advanced sensor systems, computers, and jamming gear; Linna gains speed, maneuverability, and hand-to-hand effectiveness; Priss' suit is designed for assault; and Sylia has strength, protection, and firepower. The Hardsuits were designed so that the four could execute synchronized, precise attacks and attain the highest level of combat efficiency.

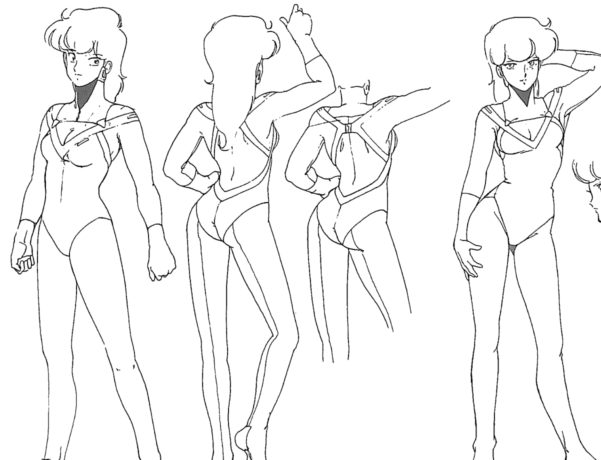
To operate a hardsuit, one must don special innerwear which, like the measuring suit, acts like a sensory film, reading electrical signals flowing through the wearer's muscles and nerves, directly translating physical motions into data. (Note that no bras or underwear can be worn underneath this innerwear.) Four triangular clips which connect the neck and body sections serve as transmission plugs, feeding data back to the Hardsuit and allowing it to function as a superb combat platform.

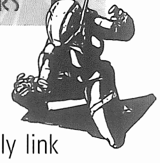
Despite the impressive performance levels of the Hardsuits, the Knight Sabers have suffered from inconsistent results. Lack of advance planning, missing team members, the safety of civilians, and the unexpected presence of fearsome Combat Boomers (as compared to mere industrial Cyberdroids) has often impaired their effectiveness. Realizing the limitations of the Hardsuits, Sylia decid-

MEASURING SUIT

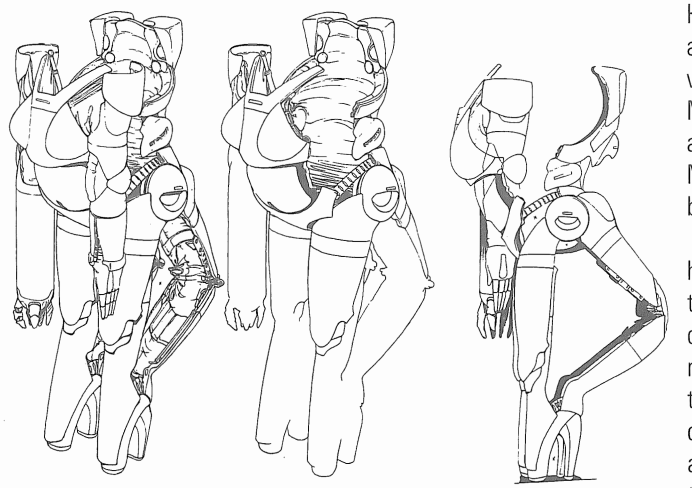


INNERWEAR

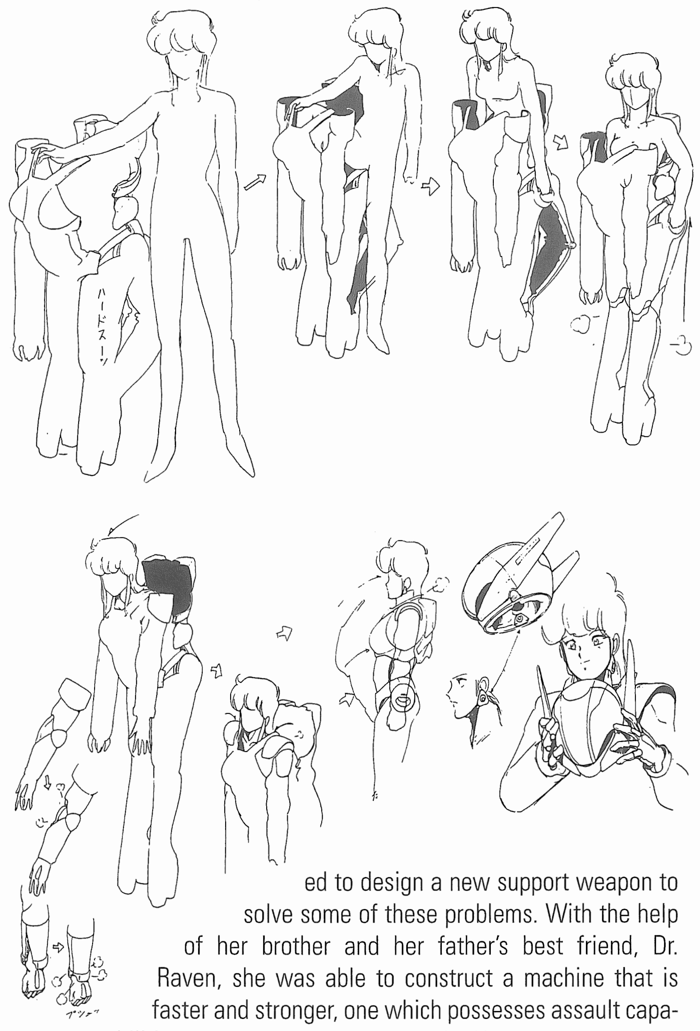




HARDSUIT OPEN FOR BOARDING



HARDSUIT BOARDING PROCEDURE



ed to design a new support weapon to solve some of these problems. With the help of her brother and her father's best friend, Dr. Raven, she was able to construct a machine that is faster and stronger, one which possesses assault capabilities superior to even those of the Hardsuits.

▼THE MOTORSLAVE SYSTEM

The Motorslave is that multi-purpose support system for the Hardsuits. A sophisticated robotic framework, it is capable of transforming between three distinct forms: the Motorcycle form is fairly conventional, the Motoroid form is a humanoid robot operated primarily by remote control, and the Motorslave form is an armored exoskeleton operated by a Hardsuited rider.

In Motorcycle form, it may be ridden with or without a Hardsuit. A Hardsuited wearer will enjoy superior maneuverability, however, as the suit's computer and HUD can directly link with the machine (-1 to REF without a Hardsuit). What's more, the Motorcycle's AI and sensor suite allows it to be remote-controlled (even at great distances) by a Hardsuit through a wireless link. Even if the Motorcycle tips over, it can deploy one of its Motoroid arms to set itself back up on its wheels and continue moving!

The Motoroid form can be controlled by either a Hardsuit or a handheld device, although control is easier through a Hardsuit's systems (-2 to REF without a Hardsuit). The Motoroid's internal AI can make simple decisions and move by itself, but it is only capable of the most fundamental of actions—it can support its comrades (carrying them, catching them, or physically protecting them), but is incapable of engaging in combat. In a battle, the movements and coordinates of the Motoroid relative to a Hardsuit are constantly monitored through their wireless link; the Motoroid's duty is usually to cover the Hardsuit's blind side. Unfortunately, this tactic can be confusing for all involved, and Sylia is still perfecting it. As it turns out, an assault is effectively limited to four Hardsuits and two Motoroids—if more than two Motoroids enter a battle, they only get in the way. The Knight Sabers have settled on using the Motoroids either as physical cover, as reconnaissance remotes (for seeking out enemies in high-risk areas), or as simple, if expensive, decoys.

To transform to Motorslave mode, the rider *must* wear a Hardsuit—otherwise the exoskeleton would have nothing to latch onto and could very well injure the rider. As the two unite, a physical and electronic linkage is established between the Hardsuit and the Motorslave at the Hardsuit's back, head, arms, and legs, allowing the Motorslave to mimic the movements made by its human operator. The operator's head movements and those of the machine's sensor turret are synchronized so that all scenery and sensor data are fed directly to the Hardsuit's HUD.

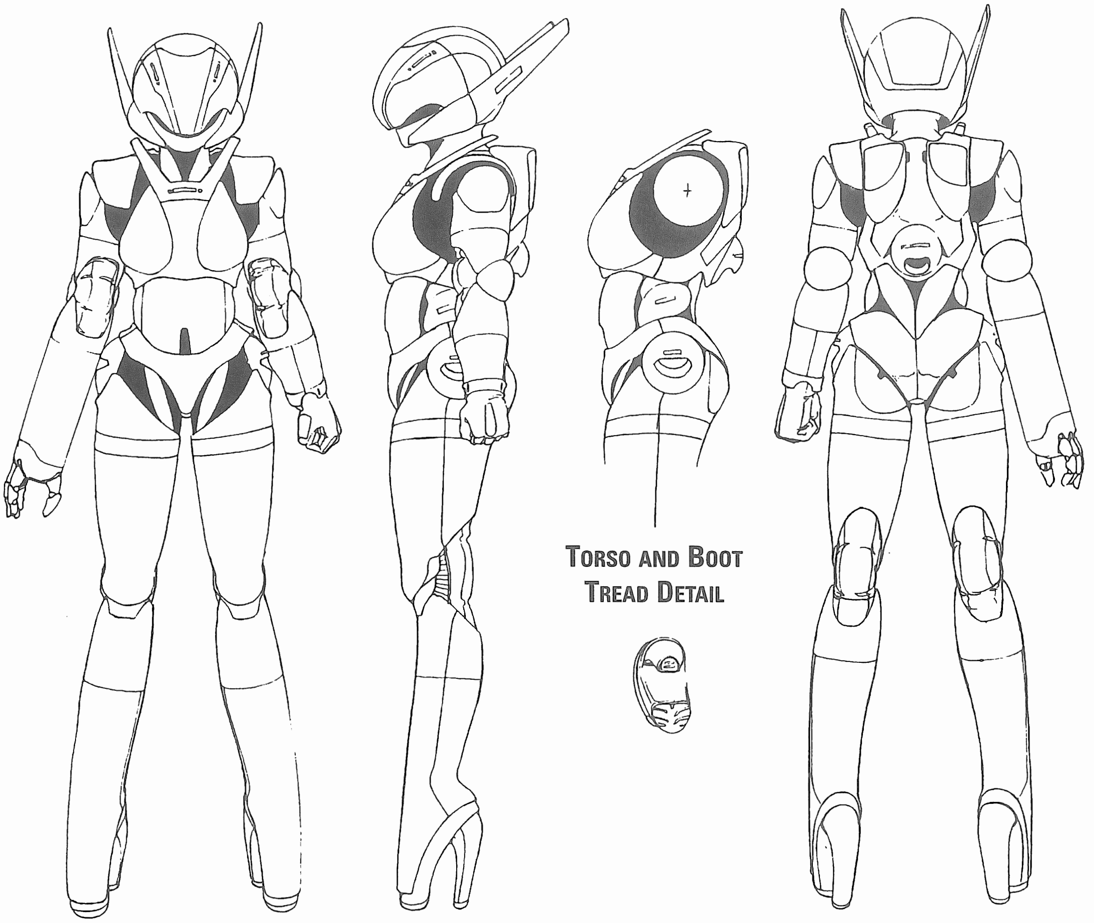
The sturdy, reinforced exterior encapsulates the Hardsuited operator, protecting her from attack and augmenting her strength, power, and armor for high-intensity combat. It also boasts full flight capability and is capable of using heavy firearms comparable to the armament of a tank!

Each time the Motorslave formation is engaged, the machine's AI evolves, learning and memorizing the fighting patterns and techniques of the operator. Thus, if the same person continues to operate the same Motorslave, over time the Motoroid's combat techniques will improve, growing to resemble those of its human operator. (In game terms, the Motoroid gains IP from being used in Motorslave mode; its Skills can improve up to the levels of those of its operator.)

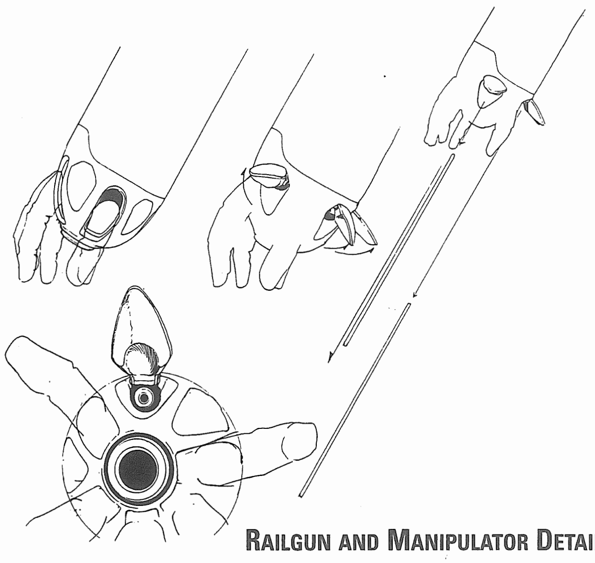
The Motorslave is an undeniably superior weapon for urban combat, and as such this prototype mechatronic system has gained the earnest attention of the AD Police and numerous military forces. While Sylia has yet to make her design available to outside parties, she is currently developing an underwater version for team use.

▼OTHER NOTES

The Knight Sabers' equipment is far more advanced than the tech level of 2033 would normally allow. In fact, the Hardsuits and Motorslaves weigh a mere 1/10th of what they would had they been built with standard technology! Most of the team's other vehicles are not as advanced, but are "camouflaged" to help maintain a low profile on the street. All this special equipment is the main reason why the Knight Sabers can't afford to work for free! Also, a quick translation note: Some may claim that the correct term is "Motoslave", not "Motorslave," but then again, in Japanese they call a motorcycle a "moto-cycle," too…



TORSO AND BOOT TREAD DETAIL



RAILGUN AND MANIPULATOR DETAIL

▼HARDSUIT PRISS

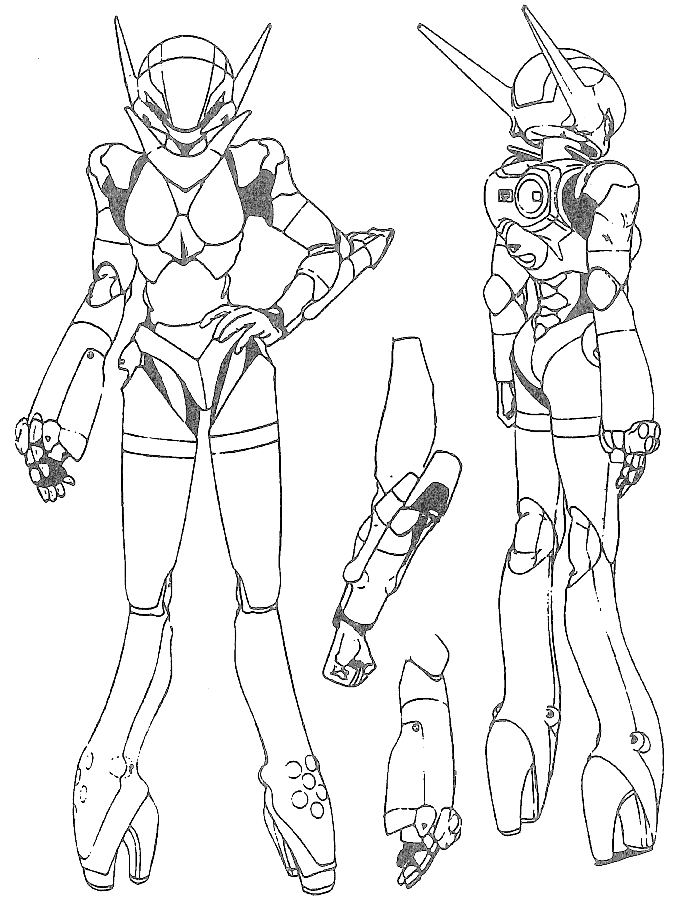
Priss' Hardsuit is based on Dr. Stingray's original design, remodeled somewhat by Sylia to match Priss' abilities—with a focus on heavy assault. The right powerglove is armed with a laser and three railguns which fire 35-centimeter-long, armor-piercing needle ammunition. This Hardsuit's flat-actuated linear motor endomusculature grants a strength amplification factor of x9.12-9.80 and the armor protection is substantial, as demonstrated by the fact that Priss is still alive despite taking many hits that would have surely killed anyone else ... except, perhaps, Sylia. Priss' Hardsuit weighs 74.35kg.

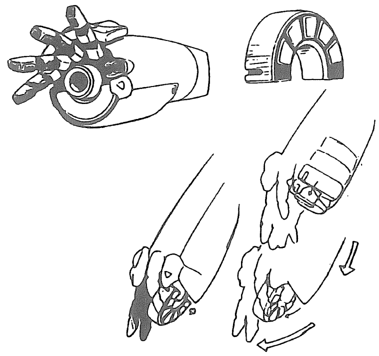
HARDSUIT PRISS			100 CP
WEIGHT	74.35 kg	POWER	50 hours
MANEUVER	-1 DEX & REF	DESIGN & STYLE	+1 PRE
STRENGTH	STR 9	RUNNING	+4 Move
LIFTING	Wearer's x9	JUMPING	100m
SENSOR RANGE	1 km	COMM RANGE	10 km
ARMOR PD	0.9K = 45 Hits	STRUCTURE	1.1K = 55 Hits

WEAPON	WA	RNG	DMG	LOC	SPECIAL NOTES
LASER BEAM	+0	750m	1.5K	RA	Or Burstfire, below.
LASER BURST	-1	550m	0.8K	"	ROF 10.
RAILGUNS x3	+0	350m	1.0K*	RA	*AP, ROF 2, 6 Bursts.
HAND-TO-HAND	+0	-	9D6h	A, A	R = Kill, L = Stun.

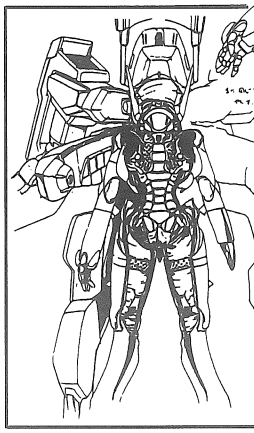
SUBSYSTEMS *Hardsuit Armor is Fusion-Proof*

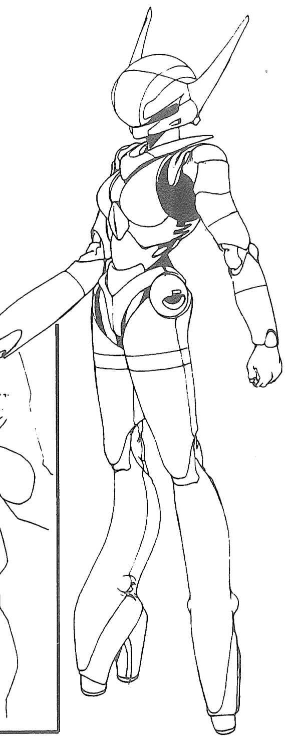
- Life Support (full sealing vs Nuclear, Biological & Chemical agents).
- Information Processing Helmet (optical, audio, radio, targeting, low-light vision, instrumentation, Heads-Up Display; +2 Perception).
- ECCM System (Rank = 6) and radio scrambler.
- Maneuvering Vernier-Rockets and Jumpjets.
- Flat-actuated linear motor system (innerwear necessary).
- Emergency armor-ejection function (blows armor off wearer).
- Quick-change sleeve for right battleglove assembly.





S-MINE RACK DETAIL





FIRST VERSION OF PRISS' NEW HARDSUIT: NO LEG BOMBERS, S-MINES, OR KNUCKLEGUARD.

NEW HARDSUIT PRISS			125-150 CP
WEIGHT	65.43 kg	POWER	50 hours
MANEUVER	-0 DEX & REF	DESIGN & STYLE	+2 PRE
STRENGTH	STR 10	RUNNING	+4 Move
LIFTING	Wearer's x10	JUMPING	150m
SENSOR RANGE	1 km	COMM RANGE	10 km
ARMOR PD	1.1K = 55 Hits	STRUCTURE	1.2K = 60 Hits

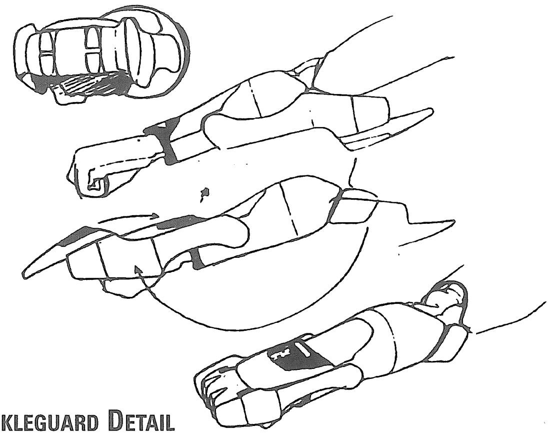
WEAPON	WA	RNG	DMG	LOC	SPECIAL NOTES
LASER BEAM	+0	675m	2.0K	RA	Or Burstfire, below.
LASER BURST	-1	488m	1.1K	"	ROF 10.
KNUCKLE BOMBER	+0	-	2.2K	RA	5 Charges.
ROCKET KICKS	-1	-	2.4K	L, L	Can use either leg.
HAND-TO-HAND	+0	-	10D6h	A, A	R = Kill, L = Stun.

SUBSYSTEMS — *Hardsuit Armor is Fusion-Proof*

- Same as Priss' previous Hardsuit, but ECCM system is Rank 7.

NOTE: For upgraded version (December 2033), add Leg Bombers to Rocket Kicks and also add Knuckle Guard and S-Mines.

WEAPON	WA	RNG	DMG	LOC	SPECIAL NOTES
KNUCKLE GUARD	+0	-	2.0K	LA	Punching attack
S-MINES	+0	-	4.0K	RA	3 Mines; Area effect 4m.
LEG BOMBERS W/ ROCKET-ASSIT	-1	-	2.4Kx2*	L, L	Can use either leg.
	*Kick & bomb combo applies damage twice; 6 Bomber charges per leg.				

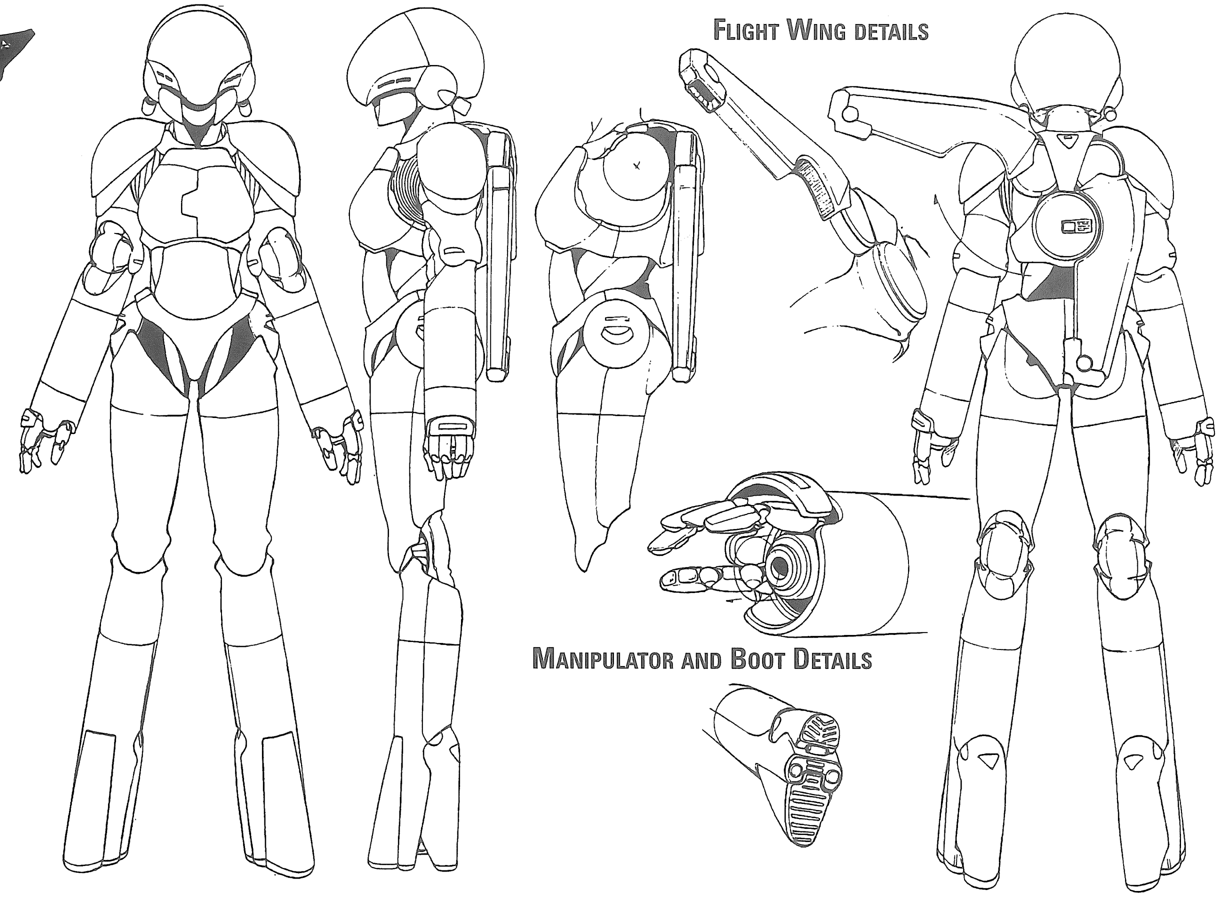


KNUCKLEGUARD DETAIL

▼NEW HARDSUIT PRISS

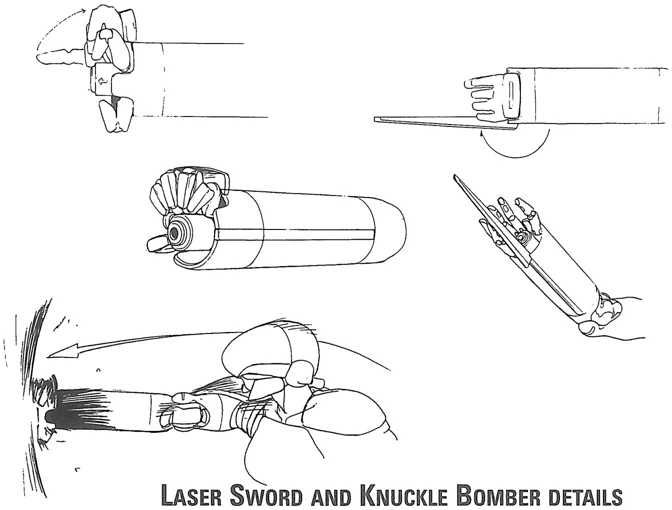
Priss' Hardsuit was destroyed in mid-2033, and was replaced with a drastically improved model (just in the nick of time, too). The new suit includes rocket boosters to accelerate her kicks and exchanges the railguns for a Knuckle Bomber. Its significantly increased mobility, endurance, assault ability, and armor saved Priss' life in her crucial battle with Largo.

In December of 2033, Sylia redesigned all the Hardsuits; Priss' already improved suit received further upgrades with the addition of Leg Bombers, a Knuckle Guard (a high-impact, electromagnetic punching weapon which swings down from the left elbow) and a rack of three S Mines—these adhesive (not merely magnetic) time bombs are capable of destroying a Boomer with a single, shaped-charge explosion.



Flight Wing details

Manipulator and Boot Details



Laser Sword and Knuckle Bomber details

▼HARDSUIT SYLIA

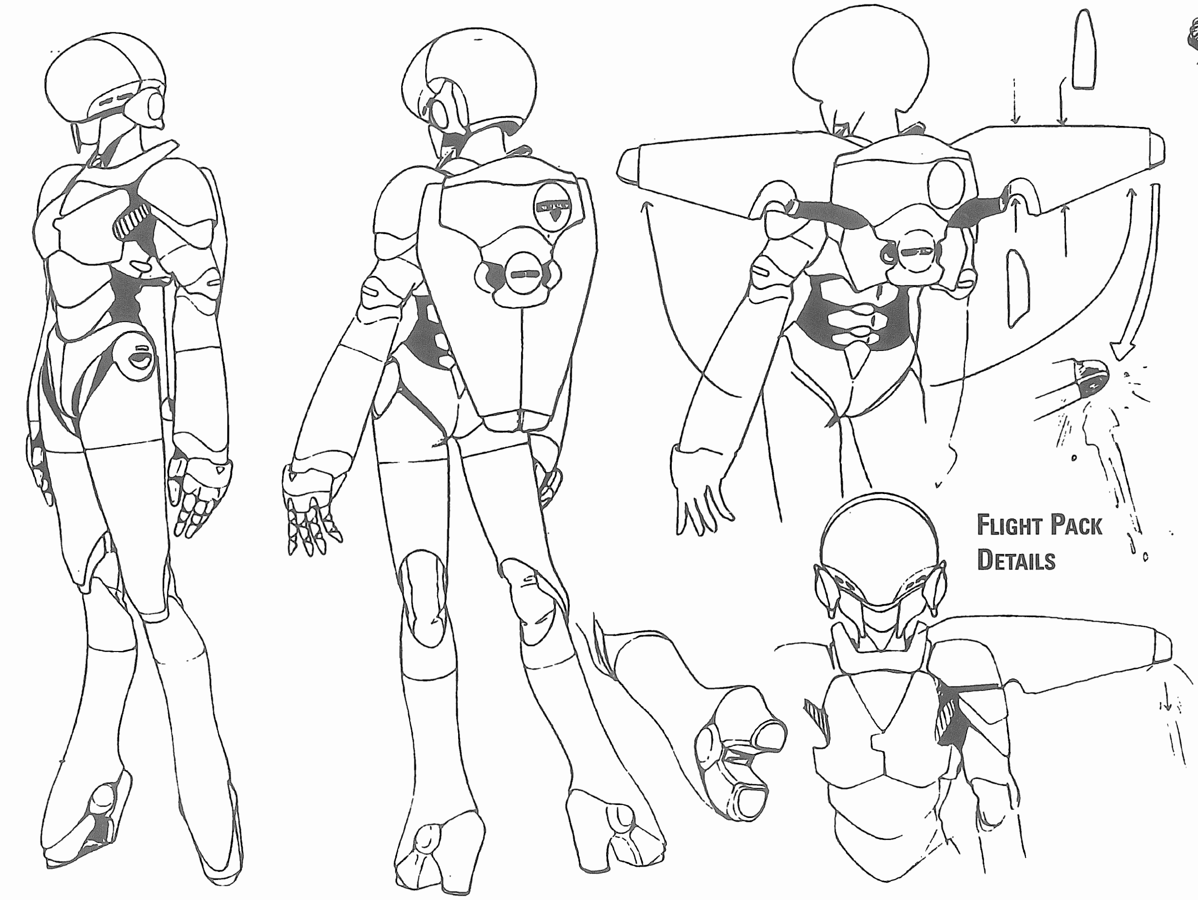
Sylia's Hardsuit is the most technically advanced model of any of the Knight Sabers' armor. Physically, it is the strongest (its strength amplification factor is x9.67-10.11) and most heavily armored, and has armament comparable to all three of the other Hardsuits. Moreover, the vernier wings in the backpack give her more powerful boosted jumps and can even generate enough thrust for true flight (albeit for a limited duration). A laser cannon is installed in each palm—these guns can also be set for contact-triggering, effectively allowing them to serve double-duty as knuckle bombers. Furthermore, the armor sleeves on each arm are equipped with a 30m laser-edged sword which swivel-folds out of the armor. Sylia's Hardsuit weighs 88.59kg.

HARDSUIT SYLIA			180 CP
WEIGHT	86.59 kg	POWER	50 hours
MANEUVER	-1 DEX & REF	DESIGN & STYLE	+1 PRE
STRENGTH	STR 9	RUNNING	+4 Move
LIFTING	Wearer's x9	FLYING	9 (144kph)
SENSOR RANGE	1 km	COMM RANGE	10 km
ARMOR PD	1.0K = 50 Hits	STRUCTURE	1.1K = 55 Hits

WEAPON	WA	RNG	DMG	LOC	SPECIAL NOTES
LASER BEAM x2	+0	600m	1.6K	A, A	Linked.
LASER BURST x2	-1	450m	0.9K	"	ROF 10, Linked.
KNUCKLE BOMBER x2	+0	-	1.6K	"	Crosslinked.
LASER SWORDS	+1	-	2.0K*	A, A	*-0.4K PD.
HAND-TO-HAND	+0	-	9D6h	A, A	Killing only.

SUBSYSTEMS *Hardsuit Armor is Fusion-Proof*

- Life Support (full sealing vs Nuclear, Biological & Chemical agents).
- Information Processing Helmet (optical, audio, radio, targeting, low-light vision, instrumentation, Heads-Up Display; +2 Perception).
- ECCM System (Rank = 6) and radio scrambler.
- Maneuvering Vernier-Rockets.
- 2 Flight Wings (if a called shot at -3 is made and armor is penetrated, a wing is destroyed and flight becomes impossible).
- Flat-actuated linear motor system (innerwear necessary).
- Emergency armor-ejection function (blows armor off wearer).
- Quick-change sleeves for battlegloves.



Flight Pack Details

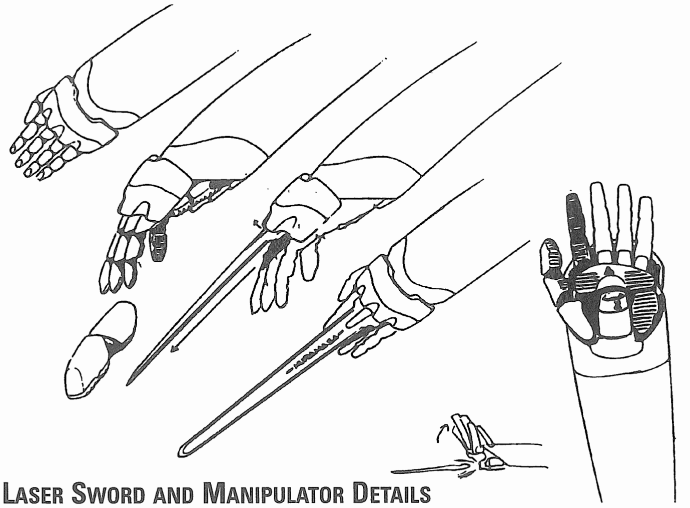
NEW HARDSUIT SYLIA 215 CP

WEIGHT	76.20 kg	POWER	50 hours
MANEUVER	-0 DEX & REF	DESIGN & STYLE	+2 PRE
STRENGTH	STR 10	RUNNING	+4 Move
LIFTING	Wearer's x10	FLYING	11 (180kph)
SENSOR RANGE	1 km	COMM RANGE	10 km
ARMOR PD	1.2K = 60 Hits	STRUCTURE	1.2K = 60 Hits

WEAPON	WA	RNG	DMG	LOC	SPECIAL NOTES
LASER BEAM x2	+0	850m	1.8K	A, A	Linked.
LASER BURST x2	-1	650m	1.0K	"	ROF 10, Linked.
KNUCKLE BOMBER x2	+0	-	1.8K	"	Crosslinked.
LASER SWORDS	+1	-	2.0K*	A, A	*-0.4K PD.
HAND-TO-HAND	+0	-	10D6h	A, A	Killing only.

SUBSYSTEMS *Hardsuit Armor is Fusion-Proof*

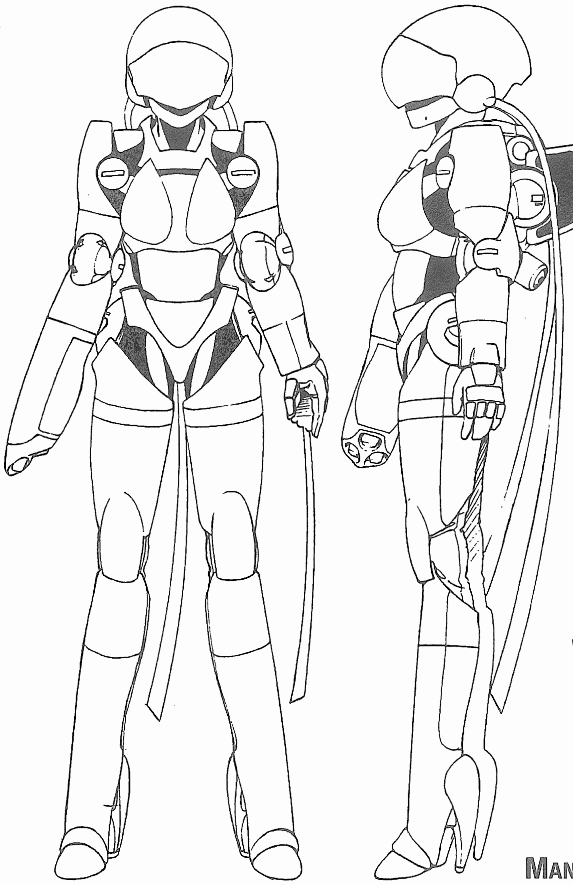
- Life Support (full sealing vs Nuclear, Biological & Chemical agents).
- Information Processing Helmet (optical, audio, radio, targeting, low-light vision, instrumentation, Heads-Up Display; +2 Perception).
- ECCM System (Rank = 7) and radio scrambler.
- Maneuvering Vernier-Rockets.
- Flight Wings (if a called shot at -3 is made and armor is penetrated, a wing is destroyed).
- Flat-actuated linear motor system (innerwear necessary).
- Emergency armor-ejection function (blows armor off wearer).
- Quick-change sleeves for battlegloves.



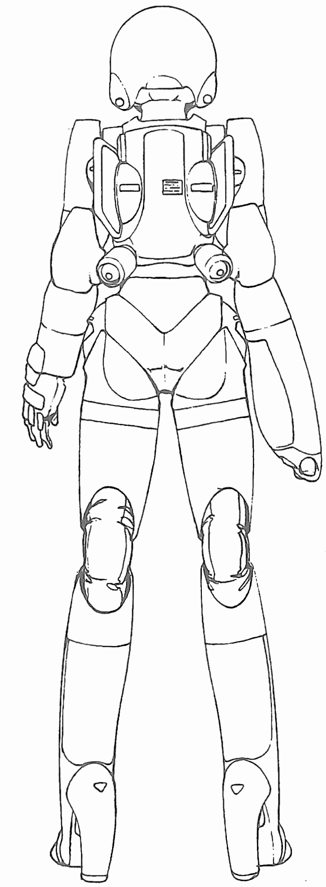
Laser Sword and Manipulator Details

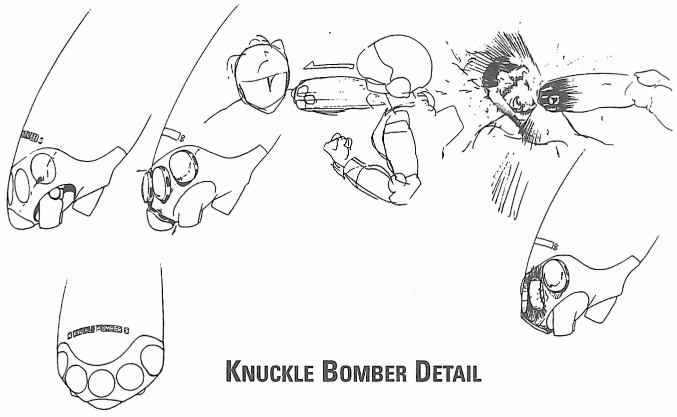
▼NEW HARDSUIT SYLIA

When Sylia designed the Knight Sabers' new Hardsuits in 2033, she upgraded her armor along the same lines as Priss' new Hardsuit, elevating it a full rank of quality above her old armor. Sylia's original Hardsuit already embodied a fully optimized concept, so it was unnecessary to equip it with new weapons. Even so, the suit's assault ability has been increased by making a few adjustments to the existing weaponry; the output of laser cannons has been enhanced, and the new Laser Swords slide forward out of the wrist covers (a mechanically superior method to the former suit's folding swords). The swords are whimsically named after traditional Japanese weapons of legend; the right hand's sword is "Kotetu" and the left one is "Muramasa."



MANIPULATOR AND BOOT DETAILS





KNUCKLE BOMBER DETAIL

HARDSUIT LINNA

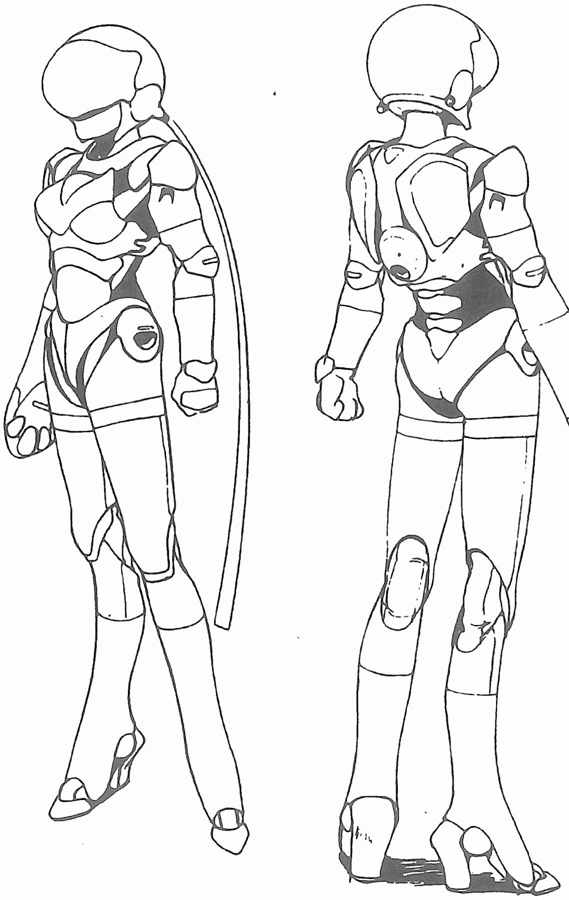
Linna's Hardsuit was built to take advantage of her physical prowess and agility, so it is the fastest and most maneuverable of the suits. Optimized for close combat, its primary armament consists of the deadly Knuckle Bomber (a punching weapon which detonates shaped-charge caps at point-blank range) and a pair of Ribbon Cutters. These flexible monomolecular razors are mounted on the back of the helmet and are swung by snapping the head quickly; a single swipe of these cutters can mince a BU-55C into a dozen pieces. They can also be deactivated instantly, to ensure that they do not do the same to the wearer. The powerglove's three fingers each house a laser gun, which can fire either in tandem or can alternate for full auto fire. The strength amplification factor of this Hardsuit's endo-musculature is x9.11~9.33, as is appropriate to Linna's modest frame. All in all, a very deadly close-combat unit. Linna's Hardsuit weighs 76.00kg.

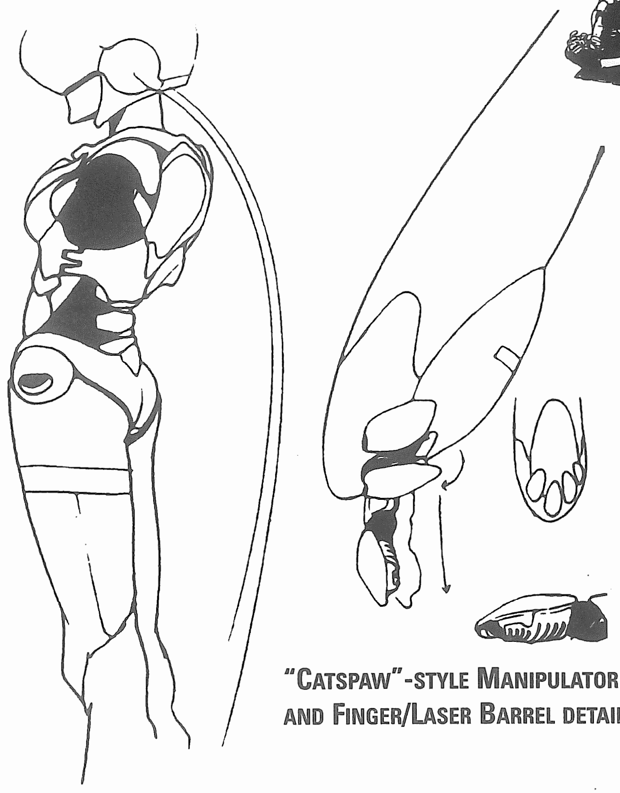
HARDSUIT LINNA			110 CP
WEIGHT	76.00 kg	POWER	50 hours
MANEUVER	-0 DEX & REF	DESIGN & STYLE	+1 PRE
STRENGTH	STR 9	RUNNING	+5 Move
LIFTING	Wearer's x9	JUMPING	200m
SENSOR RANGE	1 km	COMM RANGE	10 km
ARMOR PD	0.8K = 40 Hits	STRUCTURE	1.1K = 55 Hits

WEAPON	WA	RNG	DMG	LOC	SPECIAL NOTES
LASER BEAM	+0	700m	1.3K	RA	Or Burstfire, below;
LASER BURST	-1	550m	0.7K	"	ROF 10.
KNUCKLE BOMBER	+0	-	2.2K	RA	6 charges.
RIBBON CUTTERS	-2	-	1.5K*	H	*Linked, AP, Quick.
HAND-TO-HAND	+0	-	9D6h	A, A	R = Kill, L = Stun.

SUBSYSTEMS *Hardsuit Armor is Fusion-Proof*

- Life Support (full sealing vs Nuclear, Biological & Chemical agents).
- Information Processing Helmet (optical, audio, radio, targeting, low-light vision, instrumentation, Heads-Up Display; +2 Perception).
- ECCM System (Rank = 6) and radio scrambler.
- Maneuvering Vernier-Rockets and Jumpjets.
- Flat-actuated linear motor system (innerwear necessary).
- Emergency armor-ejection function (blows armor off wearer).
- Quick-change sleeve for right Battleglove.

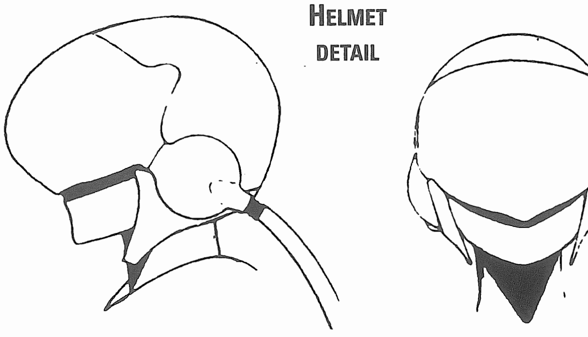




"Catspaw"-style Manipulator and Finger/Laser Barrel details

Knuckle Bomber detail

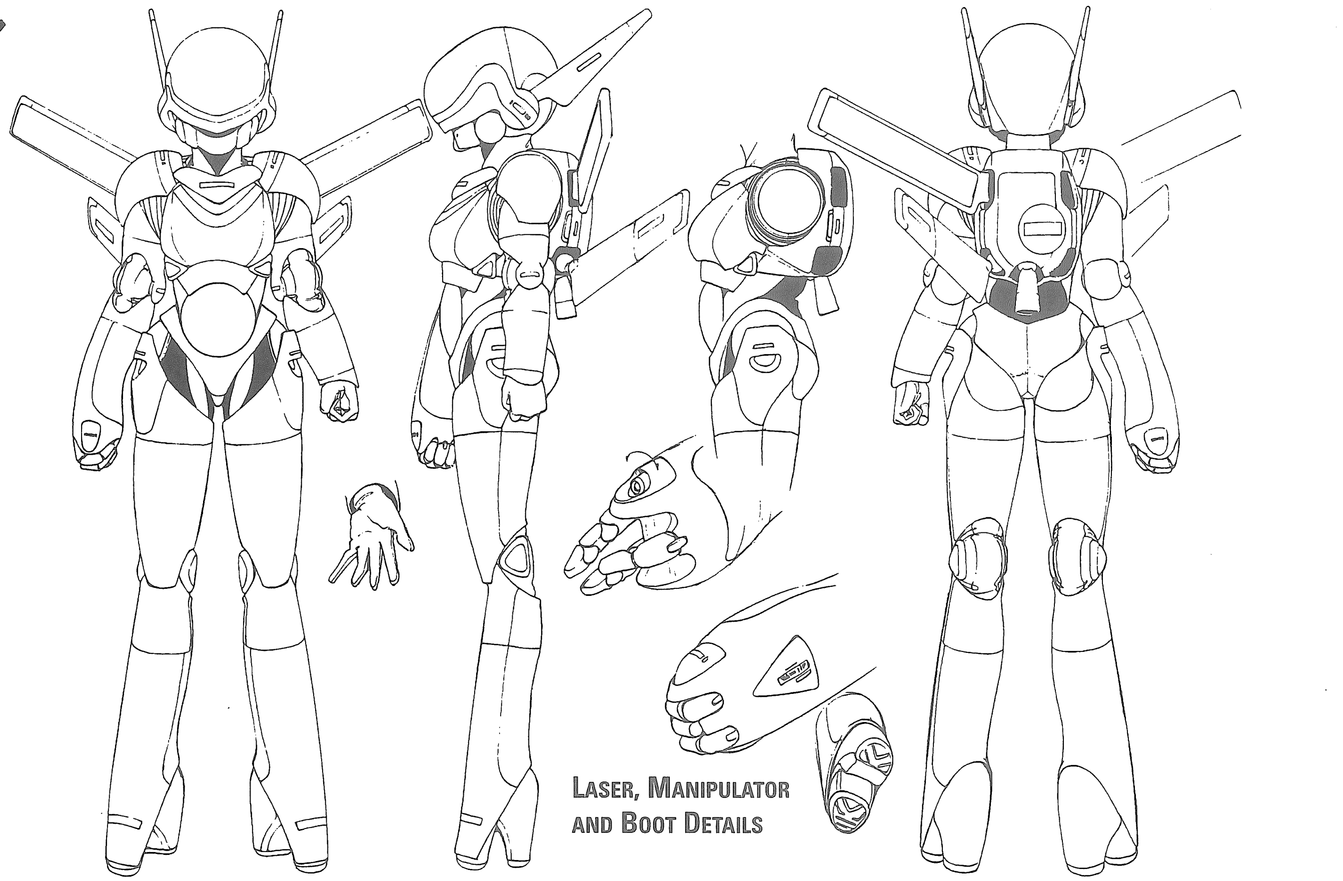
Helmet detail



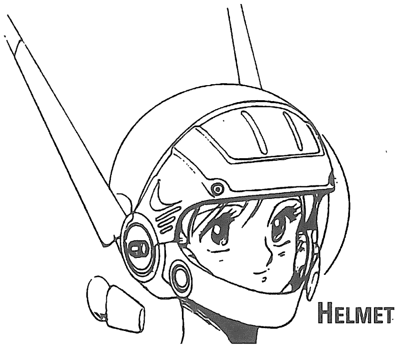
NEW HARDSUIT LINNA					133 CP
WEIGHT	66.88 kg		POWER		50 hours
MANEUVER	-0 DEX, +1 REF		DESIGN & STYLE		+2 PRE
STRENGTH	STR 9		RUNNING		+5 Move
LIFTING	Wearer's x9		JUMPING		250m
SENSOR RANGE	1 km		COMM RANGE		10 km
ARMOR PD	1.0K = 50 Hits		STRUCTURE		1.1K = 55 Hits
WEAPON	WA	RNG	DMG	LOC	SPECIAL NOTES
LASER BEAM	+0	800m	1.7K	RA	Or Burstfire, below;
LASER BURST	-1	600m	0.9K	"	ROF 10.
KNUCKLE BOMBER	+0	-	2.2K	RA	6 charges.
RIBBON CUTTERS	-2	-	1.5K*	H	*Linked, AP, Quick.
HAND-TO-HAND	+0	-	9D6h	A, A	R = Kill, L = Stun.
SUBSYSTEMS					*Hardsuit Armor is Fusion-Proof*
• Life Support (full sealing vs Nuclear, Biological & Chemical agents).					
• Information Processing Helmet (optical, audio, radio, targeting, low-light vision, instrumentation, Heads-Up Display; +2 Perception).					
• ECCM System (Rank = 7) and radio scrambler.					
• Maneuvering Vernier-Rockets and Jumpjets.					
• Flat-actuated linear motor system (innerwear necessary).					
• Emergency armor-ejection function (blows armor off wearer).					
• Quick-change sleeves for right Battleglove.					

▼NEW HARDSUIT LINNA

Like the other new Hardsuits redesigned in 2033, Linna's armor was re-evaluated based on data gathered during the Knight Sabers' operations. In Linna's case, her suit's assault capability was cut back (since that role has been relegated more to Priss) and her hit-and-run ability was enhanced. Having already proved to be a deadly weapon, the Knuckle Bomber was not modified, but the helmet-mounted Ribbon Cutters were made retractable for ease of use. Many of the suit's other functions were also substantially altered; the powerglove's manipulator was given four fingers (each housing a small laser gun) and the rocket-jumping vernier on the back was moved to the center of the back and redesigned (now resembling Priss' vernier). Overall, the shape of Linna's new Hardsuit emphasizes her feminine physique and style even more than before.



Laser, Manipulator and Boot Details



Helmet Detail

▼HARDSUIT NENE

Nene's Hardsuit is designed for support and communications and emphasizes Nene's computer skills. Her helmet and backpack are crammed with electronics gear, including phased-array radar, advanced sensor systems, and a jamming suite of ECM and ECCM equipment, rather like a Wild Weasel aircraft with (shapely) legs. Under the proper circumstances, Nene's sensors can scan any object and immediately produce a complete schematic of its construction and functions, and the suit has many methods of transmitting various types of data. A built-in generator supplies the enormous amount of electricity demanded by these electronic warfare systems, and the suit naturally has a high-powered computer for hacking.

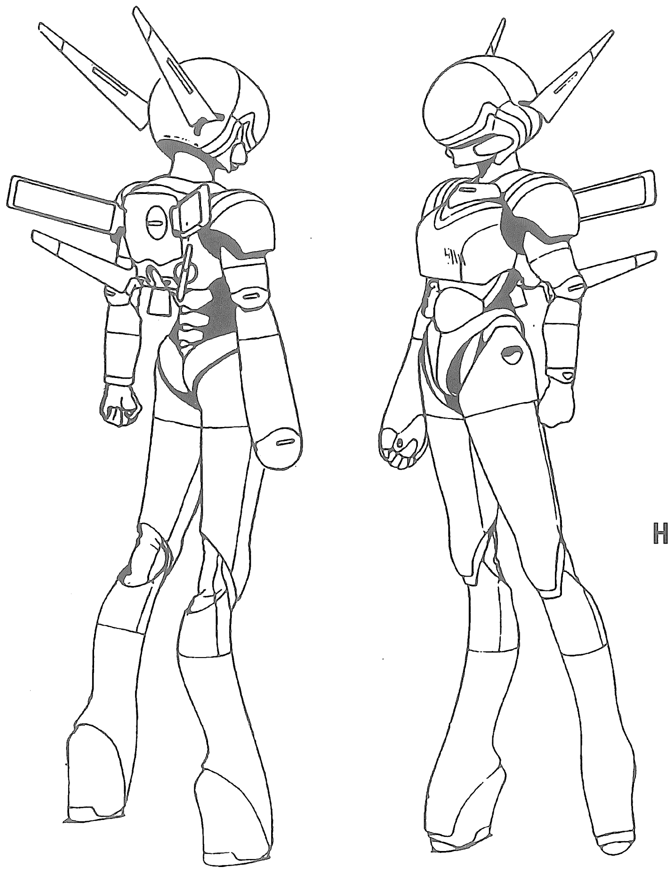
Generally, Nene serves as backup, monitoring the airwaves and creating electronic screens to disrupt enemy communications (making it hard for Boomer teams to coordinate) and ensuring that the same is not done to the Knight Sabers. Thus the suit's only weapon is a single laser gun installed in the right palm; its output can be adjusted so she can inscribe the Knight Sabers' signature as their calling card at any battle site. Nene's Hardsuit has the lowest strength amplification factor (x9.00~9.25) and weighs 80.96kg.

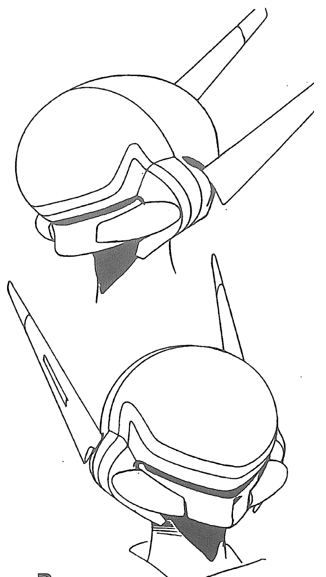
HARDSUIT NENE			150 CP
WEIGHT	80.96 kg	POWER	50 hours
MANEUVER	-2 DEX & REF	DESIGN & STYLE	+1 PRE
STRENGTH	STR 9	RUNNING	+3 Move
LIFTING	Wearer's x9	JUMPING	100m
SENSOR RANGE	25 km	COMM RANGE	Orbital
ARMOR PD	0.7K = 35 Hits	STRUCTURE	1.1K = 55 Hits

WEAPON	WA	RNG	DMG	LOC	SPECIAL NOTES
LASER BEAM	+0	650m	1.0K	RA	Or Burst or Scribble;
LASER BURST	-1	450m	0.5K	"	ROF 10.
LASER SCRIBBLE	+3	200m	0.1K	"	ROF ∞.
HAND-TO-HAND	+0	-	9D6h	A, A	R = Kill, L = Stun.

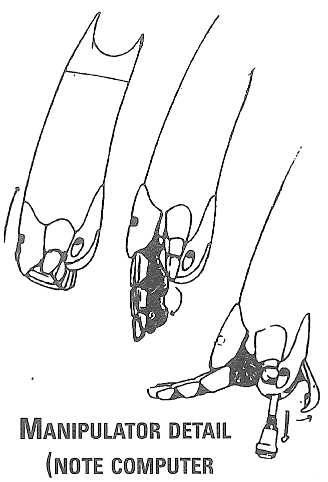
SUBSYSTEMS *Hardsuit Armor is Fusion-Proof*

- Life Support (full sealing vs Nuclear, Biological & Chemical agents)
- Information Processing Helmet (optical, audio, scrambled radio, targeting, low-light vision, instrumentation, Heads-Up Display; +2 Perception).
- 2 Antenna Vanes with Rank 6 Anti-Missile/Radar/Sensor ECM & ECCM, 50m radius (if a called shot at -3 is made and armor is penetrated, a vane is destroyed).
- Radar array (250km range), Wide-spectrum scanners, Target analyzer, Computer package (POW 3).
- Maneuvering Verniers and Jumpjets, Quick-change Battlegloves.
- Flat-actuated linear motor system (innerwear necessary).
- Emergency armor-ejection function (blows armor off wearer).

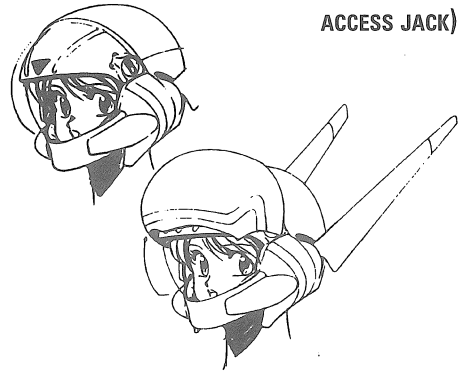


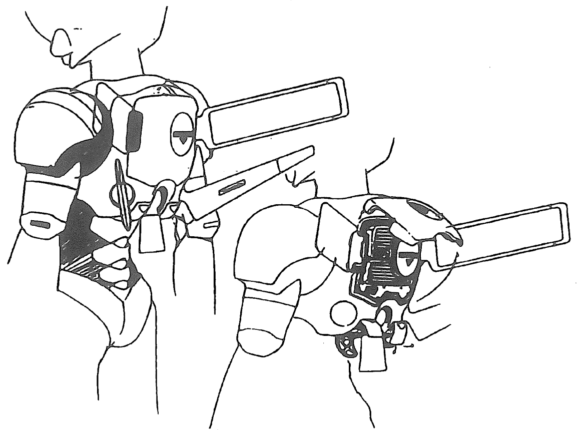


Helmet Details



Manipulator detail (note computer access jack)





Backpack Generator detail

NEW HARDSUIT NENE — 185 CP

WEIGHT	71.25 kg	POWER	50 hours
MANEUVER	-1 DEX & REF	DESIGN & STYLE	+2 PRE
STRENGTH	STR 9	RUNNING	+4 Move
LIFTING	Wearer's x9	JUMPING	150m
SENSOR RANGE	25 km	COMM RANGE	Orbital
ARMOR PD	0.9K = 45 Hits	STRUCTURE	1.1K = 55 Hits

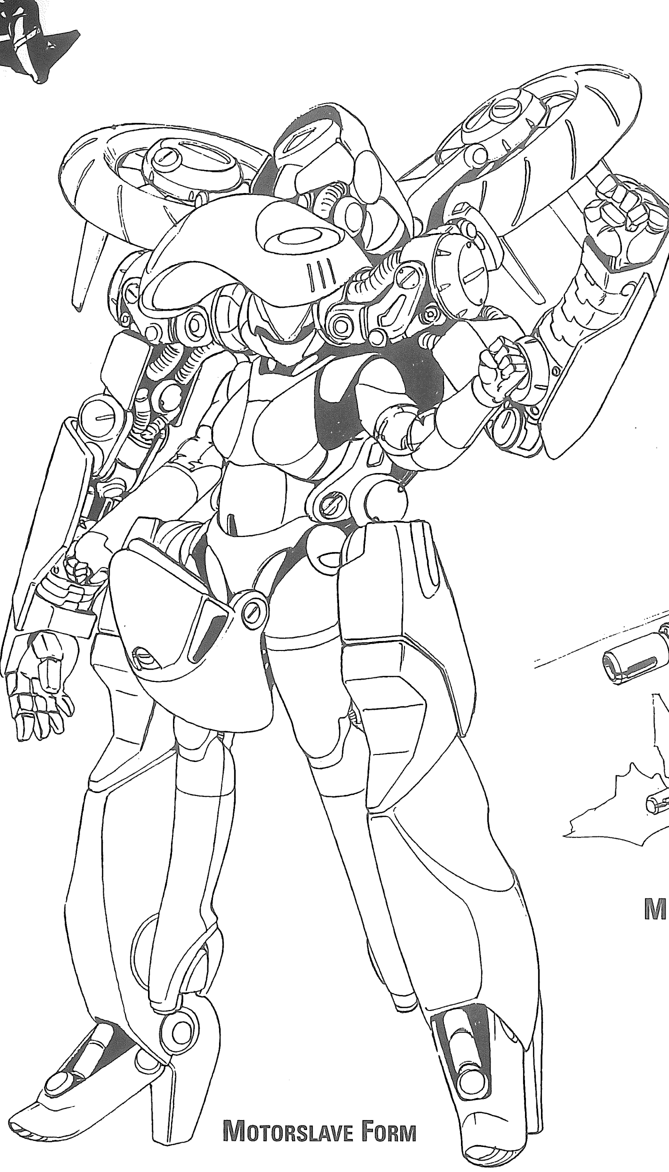
WEAPON	WA	RNG	DMG	LOC	SPECIAL NOTES
LASER BEAM	+0	650m	1.0K	RA	Or Burst or Scribble;
LASER BURST	-1	450m	0.5K	"	ROF 10.
LASER SCRIBBLE	+3	200m	0.1K	"	ROF ∞.
HAND-TO-HAND	+0	-	9D6h	A, A	R = Kill, L = Stun.

SUBSYSTEMS *Hardsuit Armor is Fusion-Proof*

- Life Support (full sealing vs Nuclear, Biological & Chemical agents)
- Information Processing Helmet (optical, audio, scrambled radio, targeting, low-light vision, instrumentation, Heads-Up Display; +2 Perception).
- 2 Antenna Vanes with Rank 7 Anti-Missile/Radar/Sensor ECM & ECCM, 50m radius (if a called shot at -3 is made and armor is penetrated, a vane is destroyed).
- Radar array (250km range), Wide-spectrum scanners, Target analyzer, Computer package (POW 6).
- Maneuvering Verniers & Jumpjets, Quick-change Battlegloves.
- Flat-actuated linear motor system (innerwear necessary).
- Emergency armor-ejection function (blows armor off wearer).

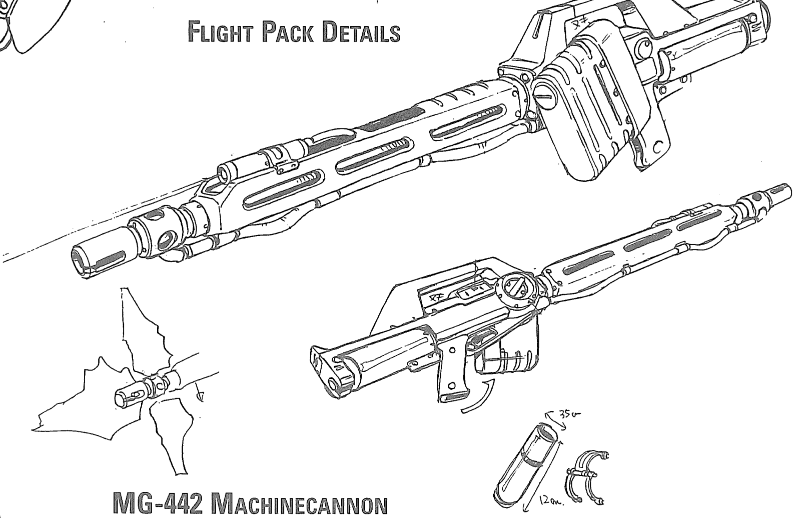
▼NEW HARDSUIT NENE

Nene's new Hardsuit was completed in December 2033 along with Sylia's other redesigns. As an upgraded version of her original Hardsuit, its primary features (namely the electrical devices) have been improved; the electronic warfare suite was expanded, and her computer interface capabilities were drastically increased with direct feed cables and new OS override software. An elaborate cooling device was installed in the backpack to allow the electronic warfare and computer systems to operate at full efficiency for longer periods of time. Consequently, this cooling system also enables rapid movement while operating the ECM suite. This is important for a support member like Nene—since no changes have been made to her laser gun, she needs to keep moving if she is to avoid becoming a target.

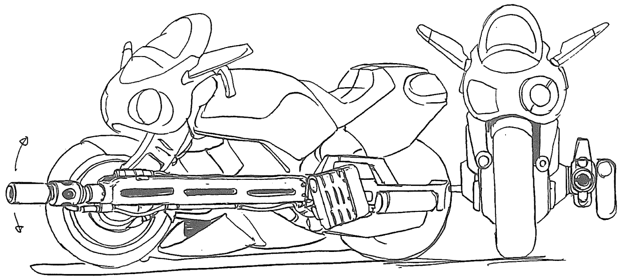


Motorslave Form

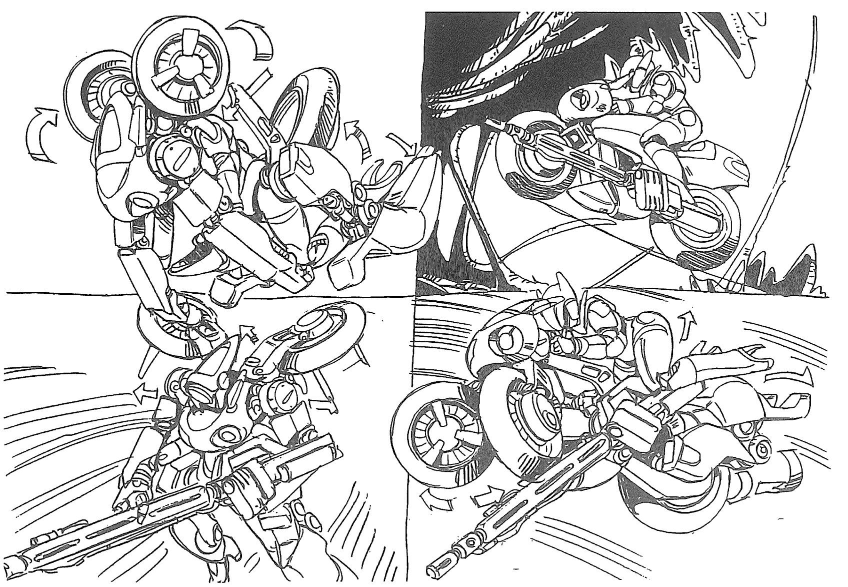
Flight Pack Details

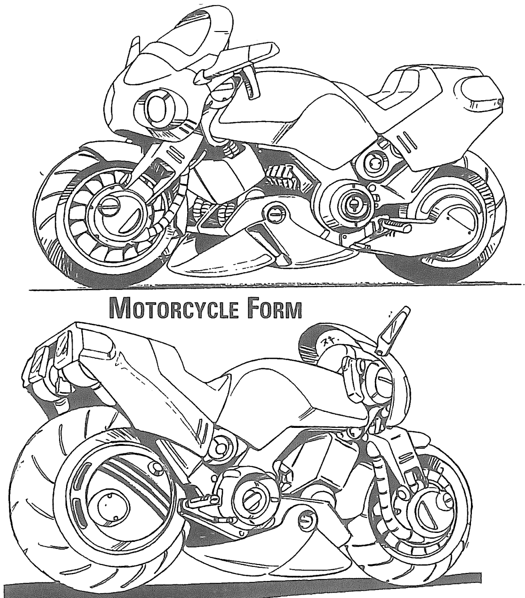


MG-442 Machinecannon

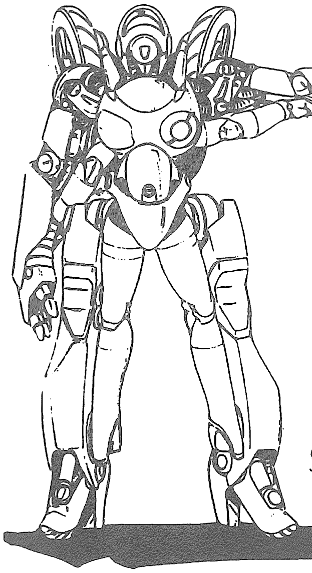


Motorslave Transformation Sequence

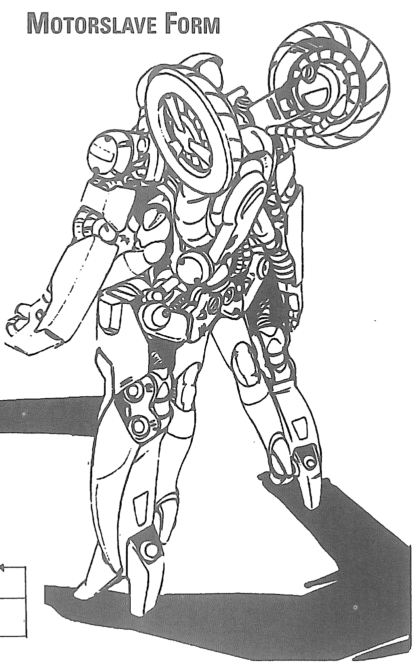




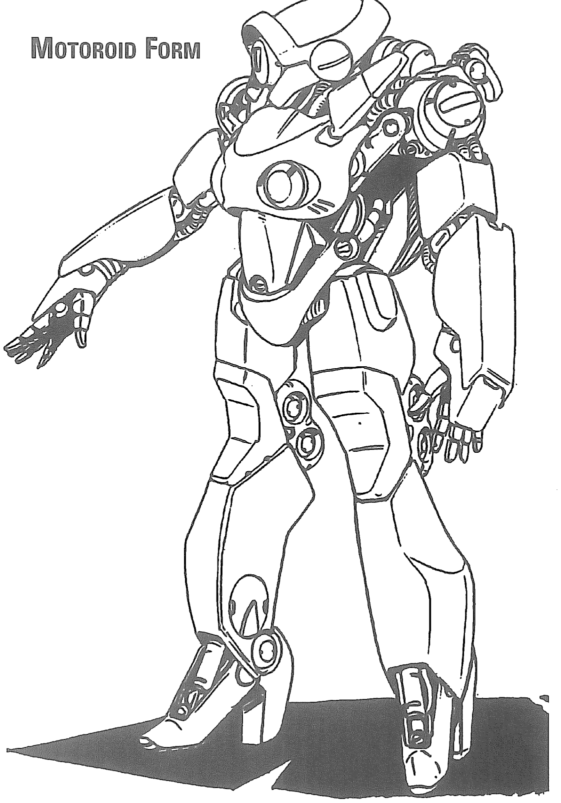
Motorcycle Form

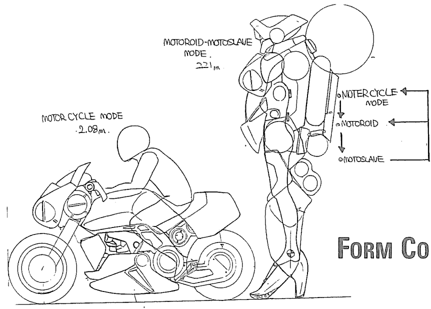


MOTORSLAVE FORM



MOTOROID FORM





FORM COMPARISON

"HURRICANE" MOTORSLAVE			170 CP
WEIGHT	167 kg	STRENGTH	11
MODE	MANEUVER	SURFACE	FLIGHT
MOTORCYCLE	-1 Ref & Dex	22 (348kph)	-
MOTORSLAVE	-3 Ref & Dex	MOVE 32 (95kph)	24 (380kph)
MOTOROID	*	MOVE 32 (95kph)	24 (380kph)

*AI has INT 2, REF 1, DEX 1 and combat skills of +2. When under remote control, uses Hardsuited operator's stat's and skills at 1/2 their normal value.

1D10	LOCATION	ARMOR	STRUCTURE
1	Head	1.4K = 70 PD	1.0K = 50 SDP
2-3	Torso	1.4K = 70 PD	2.2K = 110 SDP
4	R. Arm	1.4K = 70 PD	1.3K = 65 SDP
5	L. Arm	1.4K = 70 PD	1.3K = 65 SDP
6	R. Leg	1.4K = 70 PD	1.4K = 70 SDP
7	L. Leg	1.4K = 70 PD	1.4K = 70 SDP
8	Front Wheel (cycle) R. Wing (slave, roid)	1.4K = 70 PD 0.7K = 35 PD	1.2K = 60 SDP 0.6K = 30 SDP
9	Rear Wheel (cycle) L. Wing (slave, roid)	1.4K = 70 PD 0.7K = 35 PD	1.2K = 60 SDP 0.6K = 30 SDP

10A WEAPONS	WA	RNG	DMG	LOC	SPECIAL NOTES
MG-442	+1	1600m	1.4K*	2 hands	*AP, ROF 9, 5 Bursts.
HAND-TO-HAND	+0	-	11D6h	RA, LA	Killing Damage.

10B SUBSYSTEMS: Sensor turret: Audiovisual (4km range), radio with scrambler (80km range), stereo music system, targeting, low-light vision, instrumentation, heads-up display (+2 Perception), Rank 6 ECCM, transformability; front wheel splits into two turbofans for flight; mount for using weapon in 'cycle mode; mounts on hips for 2 extra clips of ammunition; emergency-ejection function blows operator out through back, one high-intensity headlight. *All armor is Fusion-proof.*

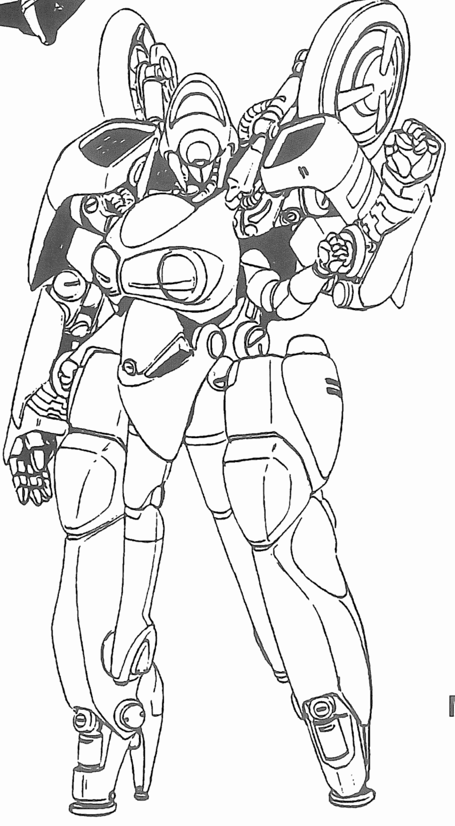
▼"HURRICANE" MOTORSLAVE

Combat-tested by Priss, the Hurricane-I is actually the second Motorslave design (since it's based on the MSX-01 prototype). This is the first Motorslave which is able to transform, and it has excellent defenses and maneuverability. Controlled through a Hardsuit, either directly or via radio link, this personal support mecha vastly expands assault and defensive capabilities; moreover, its speed and efficiency expedite combat tactics, thereby sparing casualties and damage (theoretically). While supposedly capable of self-direction, this function was not fully developed in the Hurricane-I model, and its intelligence was very limited.

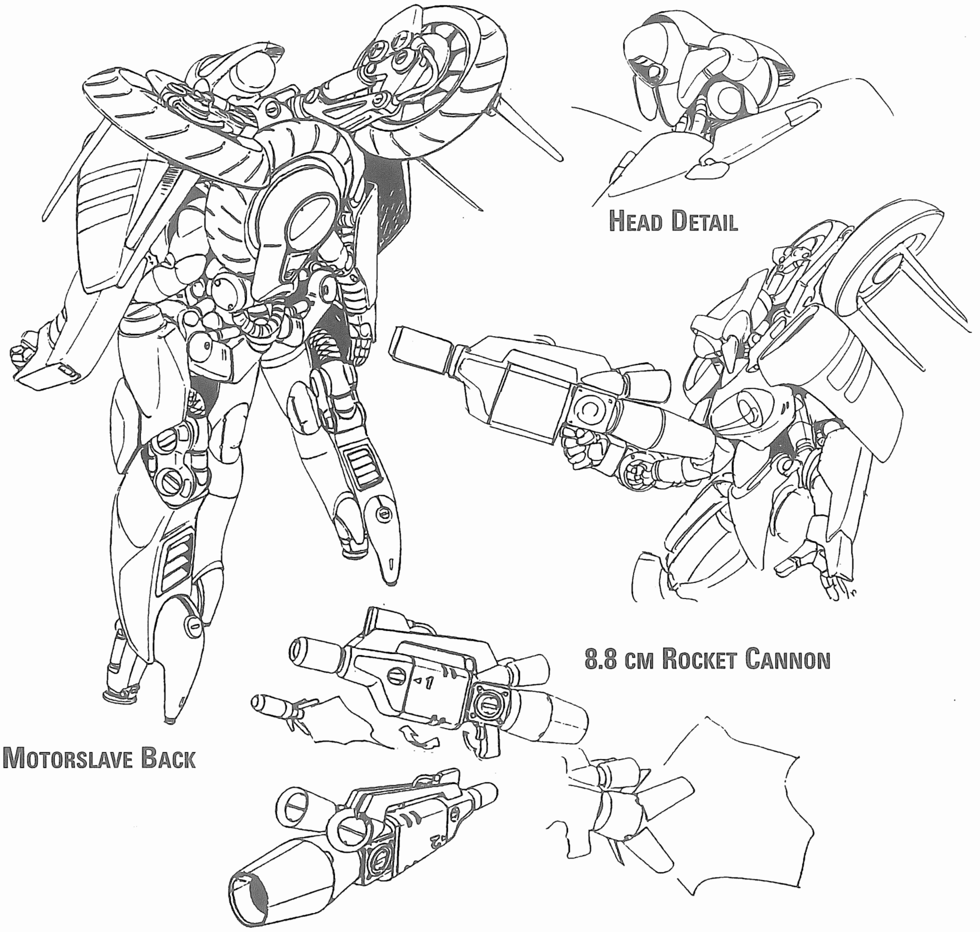
Although the Motorslave form reduces the operator's reflexes by about 35%, it also magnifies a Hardsuit's capabilities by 4.5 times, tracing the operator's movements via the seven joints installed in the Motorslave's frame. The Hardsuit's connectors to these joints are located on the shoulders, the back, the hands, and the heels. The Motorslave's powerful limbs and variable-geometry hover-rotors (maximum flight speed: 380 kph) are operated by the hydraulics system, while the Motorcycle mode grants the operator high-speed mobility; the hydrogen-gas turbine engine in the real wheel boasts 520 horsepower, pushing the bike up to 348kph. The unloaded weight of the Hurricane-I Motorslave system is 167 kilograms.

This Motorslave is normally armed with a laser-aimed MG-442 machinecannon, loaded with a 45-round magazine of 35mm bursting munitions. This machinecannon can be latched onto the Motorcycle's frame and (using a switch near the handle) the gun can even be fired while the machine is in Motorcycle mode.

When Priss engaged the Motorslave mode against Frederick's giant Boomer form, the Hurricane-I demonstrated its full effectiveness, valiantly protecting her as she penetrated the monster's body. However, it was trashed in the battle and the Typhoon I became her new Motorslave. While Priss' Hurricane was red, Sylia's is blue, Linna's is green, and Nene's is pink, they are all functionally identical.



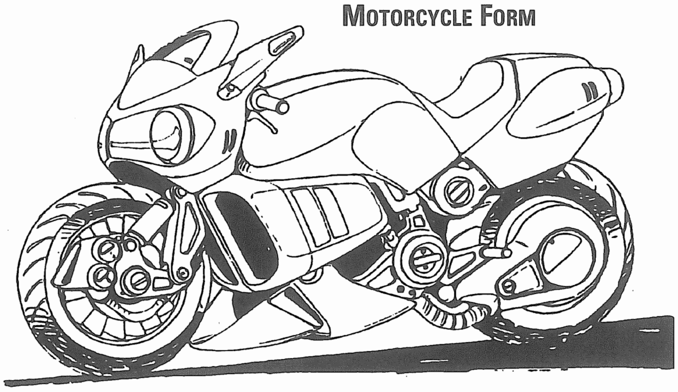
MOTORSLAVE FORM



MOTORSLAVE BACK

HEAD DETAIL

8.8 CM ROCKET CANNON



MOTORCYCLE FORM

▼NEW MOTORSLAVE “TYPHOON”

This is a reconstruction of what was left of Priss' Hurricane Motorslave; the basic structure is largely unchanged, but its power output is higher and it has an enlarged radiator housed in the intakes on each shoulder. Braking nozzles for sudden stops were hidden inside the knee sections, another headlight (now two) was added to the chest section, a more sophisticated sensor turret (head) was fitted, and many other detailed changes were made. The Typhoon was destroyed by one of Largo's HyperBoomers in *Red Eyes*.

The new Motorslave is armed with a heavy 8.8 cm Rocket Cannon. This weapon is more compact than the MG-442 machinecannon yet packs a tremendous punch; it's even capable of firing beam ammunition by switching the firing mode on the magazine.

“TYPHOON” MOTORSLAVE			205 CP
WEIGHT	207 kg	STRENGTH	11

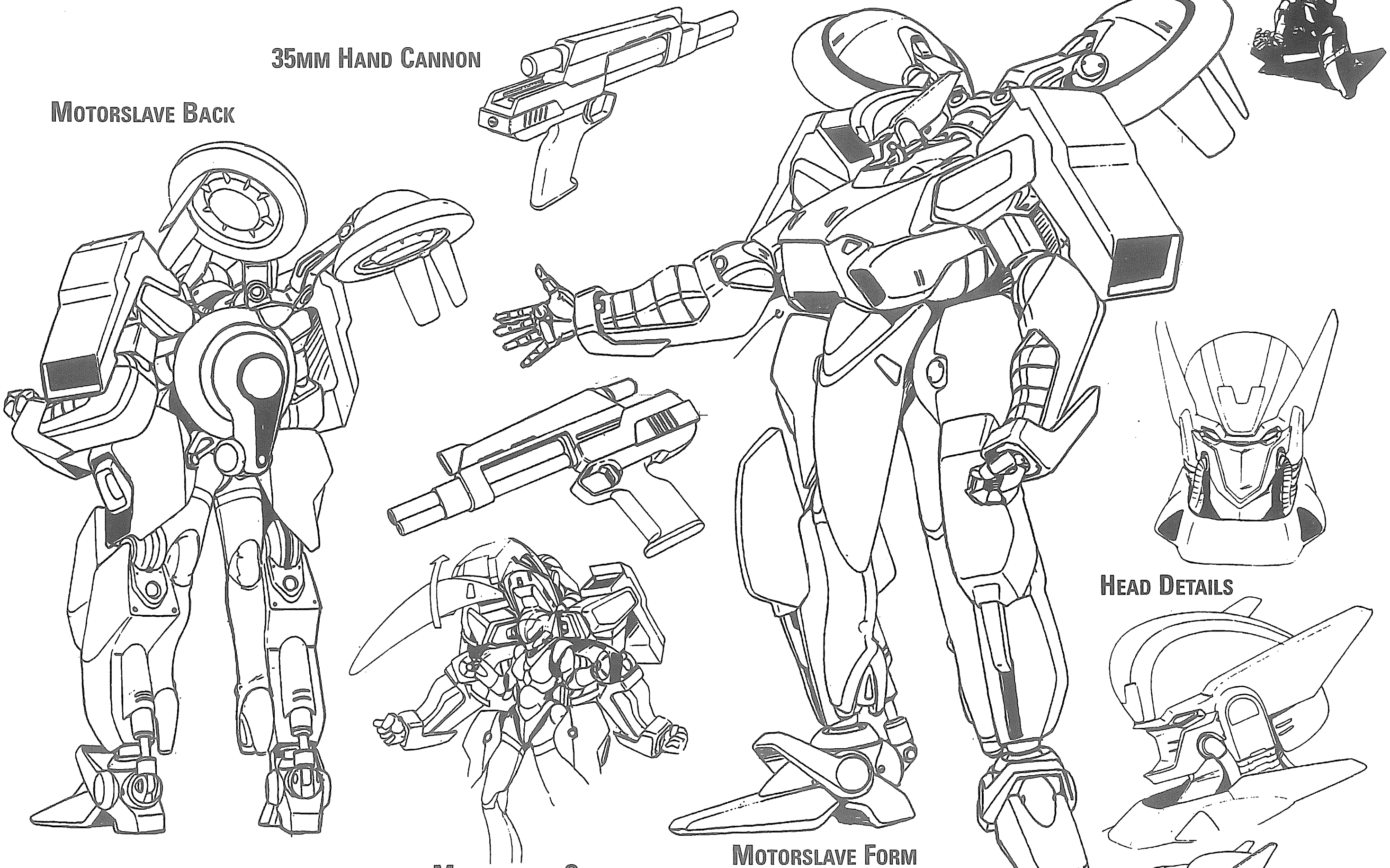
MODE	MANEUVER	SURFACE	FLIGHT
MOTORCYCLE	0	22 (345kph)	-
MOTORSLAVE	-2 Ref & Dex	MOVE 30 (90kph)	21 (333kph)
MOTOROID	*	MOVE 30 (90kph)	21 (333kph)

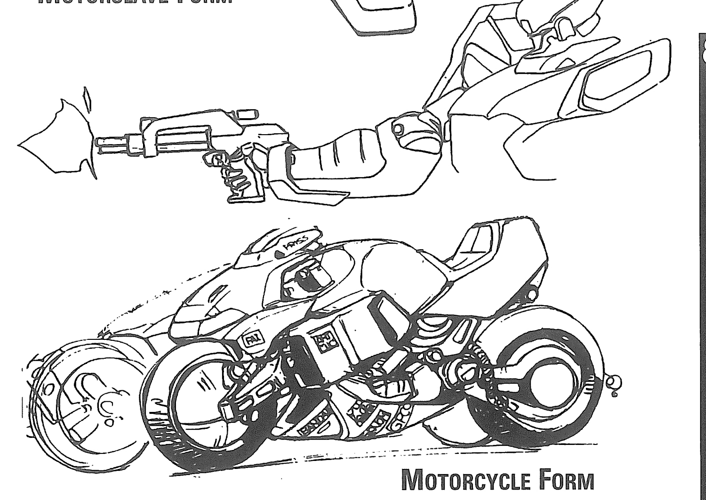
*AI has INT 2, REF 2, DEX 2 and combat skills of +2. When under remote control, uses Hardsuited operator's stat's & skills at 1/2 their normal value.

1D10	LOCATION	ARMOR	STRUCTURE
1	Head	1.4K = 70 PD	1.0K = 50 SDP
2-3	Torso	1.4K = 70 PD	2.2K = 110 SDP
4	R. Arm	1.4K = 70 PD	1.3K = 65 SDP
5	L. Arm	1.4K = 70 PD	1.3K = 65 SDP
6	R. Leg	1.4K = 70 PD	1.4K = 70 SDP
7	L. Leg	1.4K = 70 PD	1.4K = 70 SDP
8, 9	F., R. Wheel (cycle) R., L. Wing (slave, roid)	1.4K = 70 PD each 0.7K = 35 PD each	1.2K = 60 SDP e 0.6K = 30 SDP e

10A WEAPONS	WA	RNG	DMG	LOC	SPECIAL NOTES
CANNON: 8.8CM ROCKETS	+0	3km	2.0K*	2 hands	Smart (12 + die), 3 shots.
CANNON: ENERGY BEAM	+0	8km	4.0K	2 hands	Only one shot.
HAND-TO-HAND	+0	-	11D6h	RA, LA	Killing Damage.
SHOULDER SHIELD X2	*	2.2K = 110PD		RA, LA	*Defense ability -4.

10B SUBSYSTEMS: Sensor turret: Audiovisual (7km range), radio with scrambler (100km range), stereo music system, targeting, low-light vision, instrumentation, heads-up display (+2 Perception), Rank 6 ECCM, transformability; front wheel splits into two turbofans for flight; retro-rockets, mount for using weapon in 'cycle mode; mounts on hips for 2 extra clips of ammunition; emergency-ejection function blows operator out through back, two high-intensity headlights, +1 PRE styling. *All armor is Fusion-proof.*





“TYPHOON II” MOTORSLAVE 275 CP

WEIGHT	278 kg	STRENGTH	12

MODE	MANEUVER	SURFACE	FLIGHT
MOTORCYCLE	-0	21 (342kph)	-
MOTORSLAVE	-2 Ref & Dex	MOVE 27 (82kph)	18 (280kph)
MOTOROID	*	MOVE 27 (82kph)	18 (280kph)

*AI has INT 7, REF 7, DEX 7 and combat skills of +7. When under remote control, it uses Hardsuited operator's stat's & skills at 1/2 their normal value.

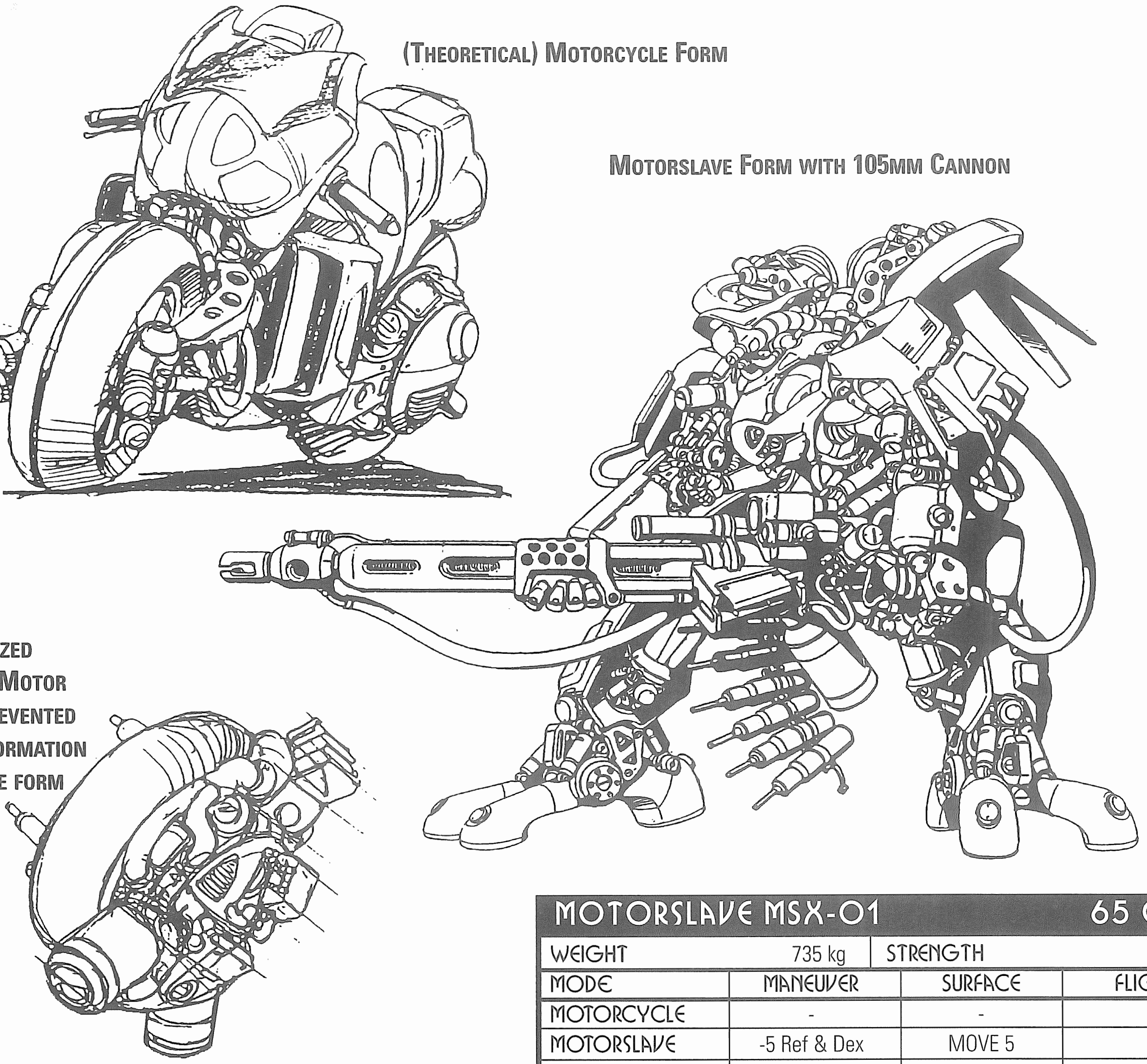
1D10	LOCATION	ARMOR	STRUCTURE
1	Head	1.6K = 80 PD	1.2K = 60 SDP
2-3	Torso	1.6K = 80 PD	2.4K = 120 SDP
4	R. Arm	1.6K = 80 PD	1.4K = 70 SDP
5	L. Arm	1.6K = 80 PD	1.4K = 70 SDP
6	R. Leg	1.6K = 80 PD	1.5K = 75 SDP
7	L. Leg	1.6K = 80 PD	1.5K = 75 SDP
8, 9	F., R. Wheel (cycle) R., L. Wing (slave, roid)	1.4K = 70 PD each 0.7K = 35 PD each	1.2K = 60 SDP e 0.6K = 30 SDP e

10A WEAPONS	WA	RNG	DMG	LOC	SPECIAL NOTES
HANDCANNON	+0	400m	1.4K*	2 hands	*API, ROF 5, 3 Bursts.
HAND-TO-HAND	+0	-	3.0K*	RA, LA	*i.e., 16D6 Killing.
R. SHOULDER SHIELD	*	2.4K = 120PD		RA, LA	*Defense ability -4.
L. SHOULDER SHIELD	*	2.4K = 120PD		RA, LA	*Defense ability -4.

10B SUBSYSTEMS: Sensor turret: Audiovisual (11km range), radio with scrambler (130km range), stereo music system, targeting, low-light vision, instrumentation, heads-up display (+2 Perception), Rank 7 ECCM, transformability; front wheel splits into two turbofans for flight; vernier rockets, space in legs for 4 extra clips of ammunition; emergency-ejection function blows operator out through back, one high-intensity headlight, +2 PRE styling. *All armor is Fusion-proof.*

▼MOTORSLAVE “TYPHOON II”

Built by Dr. Raven as payment for the Knight Sabers' rescue of Gibson and Naomi during *Revenge Road*, this is the most advanced Motorslave yet. Designed to fit the new Hardsuits, it is used exclusively by Priss. Compared to the old models, it has a much more humanoid appearance and its hatch offers more protection by enclosing the operator's arms inside. Its high-compression hydraulics are much stronger and its AI is far superior to that of previous Motorslaves, so it's fully able to enter combat and act independently. In Motorcycle form, it's almost as large as the Highway Star and its hydrogen-gas turbine pumps out 556 horsepower (278hp twin). It's armed with a rapid-fire 35mm Hand Cannon. Slave height: 2.48m, walking speed: 82kph, hover speed: 280kph, weight: 278kg. Bike length: 2.805m, wheelbase 1.89m, compression ratio: 10.8, maximum speed: 342kph (0~1/4mile in 9.42 seconds). Currently, similar specialized Motorslaves are being designed for the other members.



(THEORETICAL) MOTORCYCLE FORM

MOTORSLAVE FORM WITH 105MM CANNON

OVER-SIZED WHEEL MOTOR THAT PREVENTED TRANSFORMATION TO CYCLE FORM

▼MOTORSLAVE "MSX-01"

This was the first experimental Motorslave developed by Sylia. The unit's transformation process was unfortunately never perfected—the MSX-01 initially lacked suitable power output, so several adjustments had to be made. All of that wound up being for naught, as the transformation was still prevented by the choice of armament: a 105mm cannon which fired belted HEAT shells (it can also use APFSDS, HE, and APPS shells) cannibalized from an obsolete Type-07 airdroppable autotank. While impressive, this slide-cocked cannon was so heavy that it made it impossible for the relatively low-thrust hover rotors to lift the MSX-01. The Motorcycle engine was also replaced with a more powerful one, but this engine projected out from the rear tire (located on the back in Slave mode) so much that it couldn't operate effectively as a motorcycle wheel! Moreover, to maintain its balance when firing its massive cannon, the Motorslave's legs had to be heavily reinforced, which made them enormous—all of which combined to prevent the MSX-01 from transforming (an image is still provided of what the bike form was supposed to look like).

To attack the USSD's satellite in *Red Eyes*, the MSX-01 was repaired and modified somewhat—Sylia always had to struggle with the controls, so its operator interface was improved, and the 105mm cannon was replaced with a long-range Beam Cannon.

MOTORSLAVE MSX-01 — 65 CP

WEIGHT	735 kg	STRENGTH	12

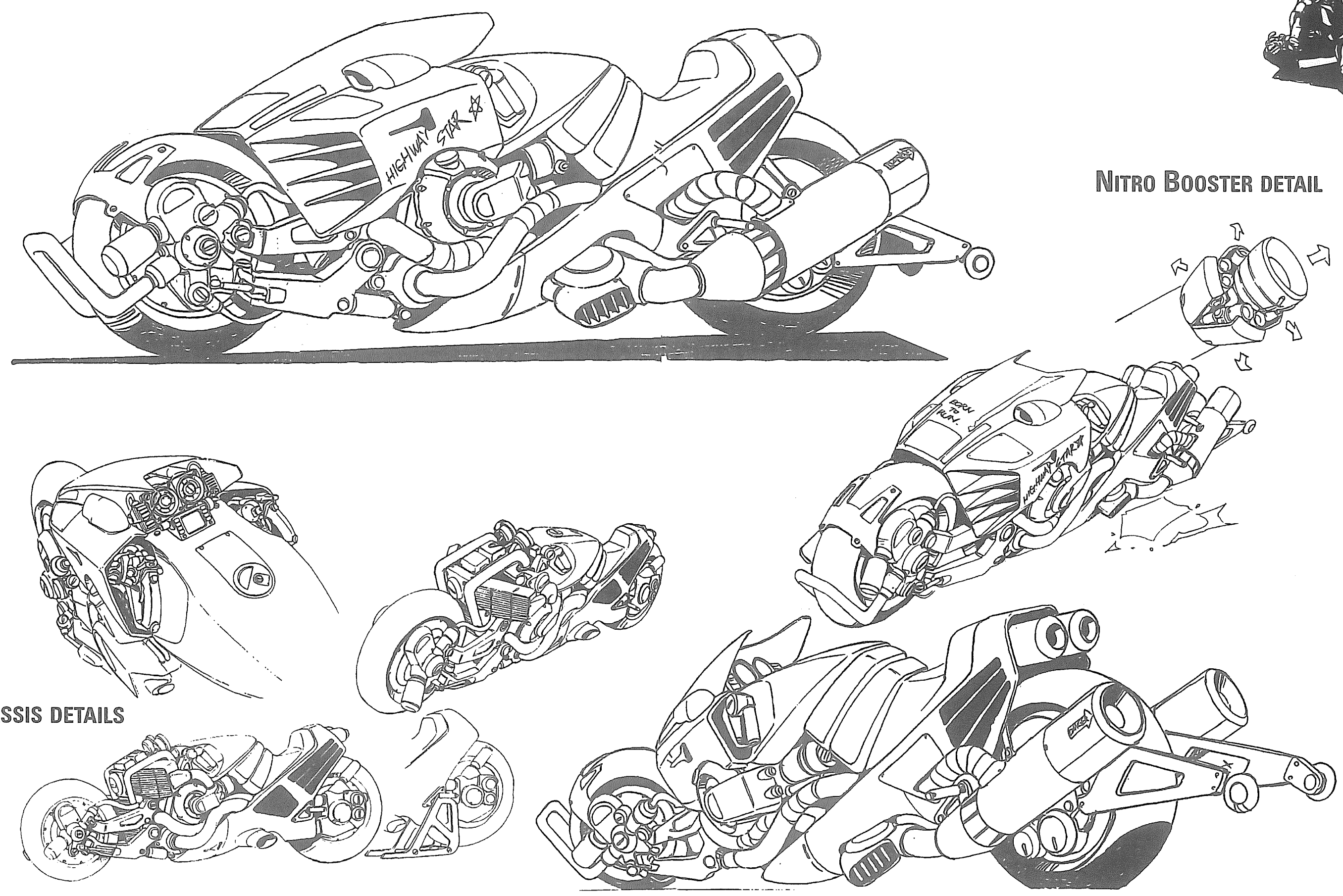
MODE	MANEUVER	SURFACE	FLIGHT
MOTORCYCLE	-	-	-
MOTORSLAVE	-5 Ref & Dex	MOVE 5	-
MOTOROID	-	-	-

*The MSX-01's AI is so rudimentary that it simply manages vital functions; it cannot operate as a Motoroid, nor can it be remote-controlled effectively.

1D10	LOCATION	ARMOR	STRUCTURE
1	Head	1.2K = 60 PD	1.2K = 60 SDP
2-3	Torso	1.2K = 60 PD	2.4K = 120 SDP
4	R. Arm	1.2K = 60 PD	1.4K = 70 SDP
5	L. Arm	1.2K = 60 PD	1.4K = 70 SDP
6	R. Leg	1.2K = 60 PD	1.6K = 80 SDP
7	L. Leg	1.2K = 60 PD	1.6K = 80 SDP
8	R. Wing	1.2K = 60 PD	1.2K = 60 SDP
9	L. Wing	1.2K = 60 PD	1.2K = 60 SDP

10A WEAPONS	WA	RNG	DMG	LOC	SPECIAL NOTES
105MM GUN	+1	4km	3.5K*	2 hands	*AP, 7 shots.
BEAM CANNON	+3	Orbit!	6.0K	2 hands	Only one shot.
HAND-TO-HAND	+0	-	12D6h	RA, LA	Killing Damage.

10B SUBSYSTEMS: Sensor turret: Audiovisual (2km range), radio with scrambler (50km range), targeting, low-light vision, instrumentation, heads-up display (+1 Perception), Rank 6 ECCM, non-transformable, cannot fly, emergency-ejection function blows operator out through back. The MSX-01 can carry the 105mm gun or the Beam Cannon, but it cannot carry both. *Armor is NOT Fusion-proof.*



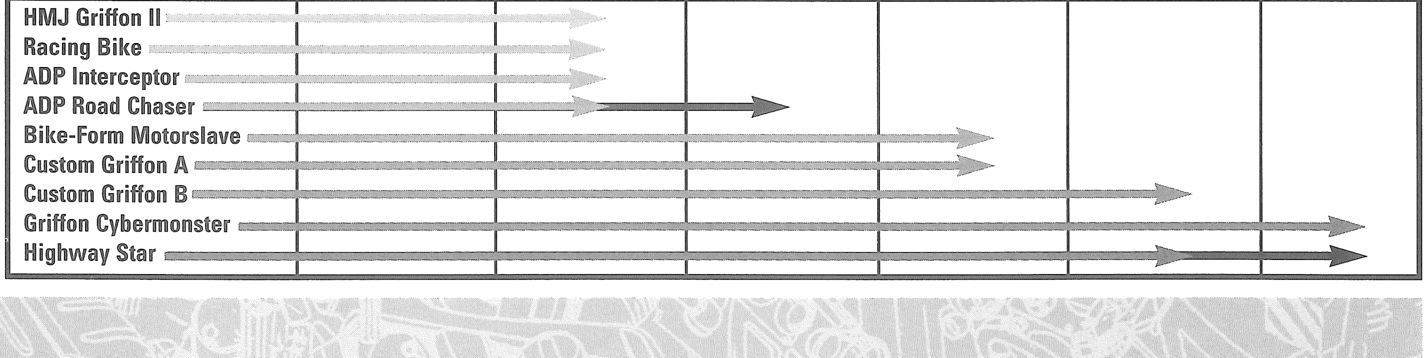
NITRO BOOSTER DETAIL

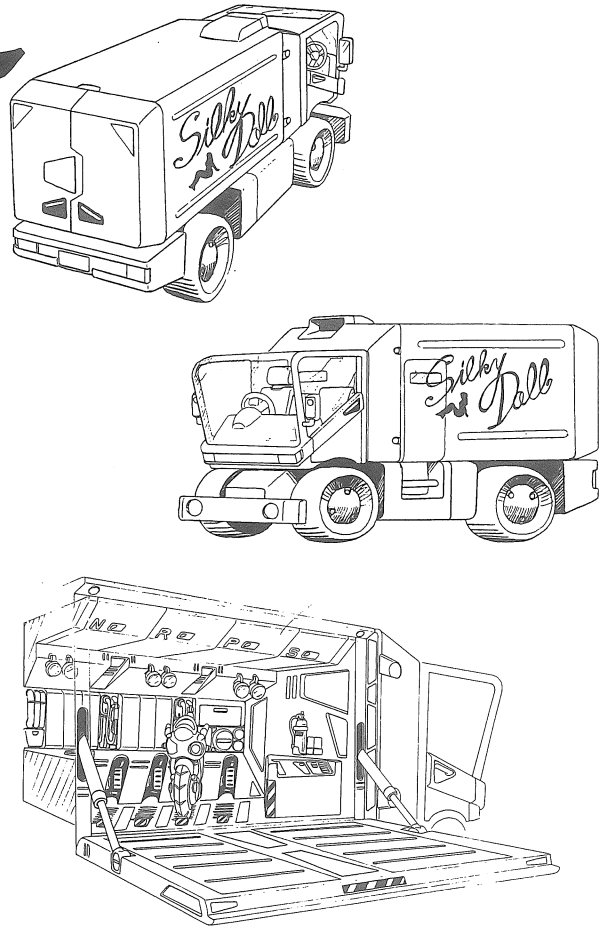
CHASSIS DETAILS

HIGHWAY STAR			14 CP
OVERALL WEIGHT			430 kg
MODE	MANEUVER	MOVEMENT	SPEED
DRIVING	0	28	455kph
WITH AFTERBURNERS	-1	34	540kph
1D10	LOCATION	ARMOR	STRUCTURE
1-6	Chassis	10 PD	40 SDP
7-8	R. Wheel	-	20 SDP
9-10	RL. Wheel	-	20 SDP
SUBSYSTEMS			
• Radio with scrambler (100km range).			
• Heads-up instrumentation display.			
• One high-intensity headlight.			
• Nitro boosters, when activated, will boost the bike's speed for 10 Phases (30 seconds), but during that time, the Highway Star's driver suffers -1 to REF due to the machines shuddering.			

▼HIGHWAY STAR

Just for the fun of it, Mackie built this monster bike at Raven's garage—He never intended it to be actually ridden, but then he couldn't have predicted the scourge of the Griffon. Like almost all bikes in the 2030s, the Highway Star is a forkless design. Its all-ceramic, twin-turbo 1500cc engine can crank out an incredible 700 horsepower! It has an unprecedented 2.4m wheelbase and the drive train's shaft uses non-viscous oil, drastically reducing time lag and loss of torque. The Highway Star was designed with acceleration as its top priority, and with its nitro boosters engaged it can push speeds which are almost impossible for a normal human being to handle. For this reason, the driver of this monster bike *must* wear a Hardsuit. To compensate for this fact, the bike's gearshift uses an air shifter which can work with the unusual shape of a Hardsuit's feet. The bike's instrumentation was scavenged from an HS-130's combat hardware, but the Highway Star isn't armored at all; Priss wrecked it with one crash in *Revenge Road*. However, Mackie spent a great deal of time and effort rebuilding the machine during *Moonlight Rambler* (which was why he didn't appear in that episode) and has grand plans for it ....

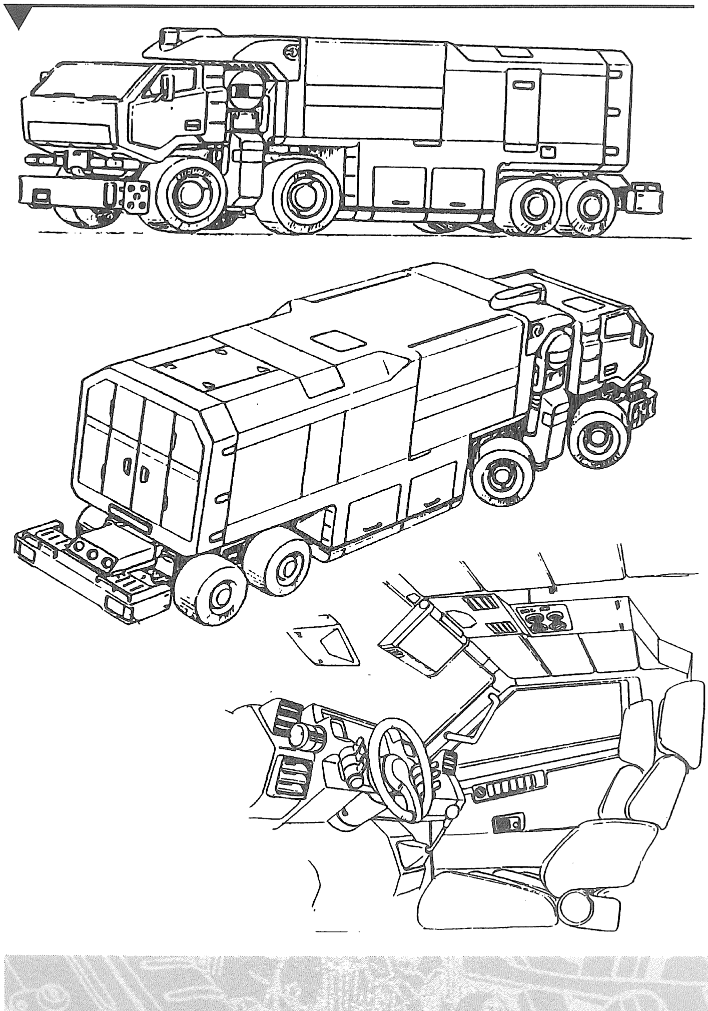




▼SILKYWAGON

This seemingly mundane minitruck is ostensibly used as a transport and supply vehicle for Sylia's Silky Doll lingerie shop; Mackie usually drives it, shuttling special orders and performing deliveries for his sister's business. However, the Silkywagon is secretly a transporter for the Knight Sabers' equipment (i.e., their Hardsuits and Motorslaves) when they need to travel incognito. While the wagon's storage space for "legitimate" cargo is tiny, its hangar bay is efficiently designed to store all the Knight Sabers' important gear; the side panel folds down to reveal the Motorslave hangar and to allow access to overhead compartments which store all four Hardsuits. There's room for four Hurricane or Typhoon Motorslaves in Cycle mode, plus an extra one on the other side. A separate locker contains the members' innerwear and assorted small arms. The Silkywagon does not have any technical or maintenance facilities, and only a simple toolkit is stored inside.

SILKYWAGON			8 CP
WEIGHT	1700 kg	SPACE	1 driver, 1 passenger
MANEUVER	-3 Ref & Dex	MOVE	10 (160kph)
1D10	LOCATION	ARMOR	STRUCTURE
1-6	Chassis	0.6K = 30 PD	1.6K = 80 SDP
7-10	Wheels (4)	-	15 SDP each
SUBSYSTEMS			
• Radio with stereo system and scrambler (100km range).			
• Storage bay for four Motorslaves, back-up space for one more Motorslave.			
• Overhead storage lockers for four Hardsuits.			
• Camouflage: resembles a normal delivery truck.			



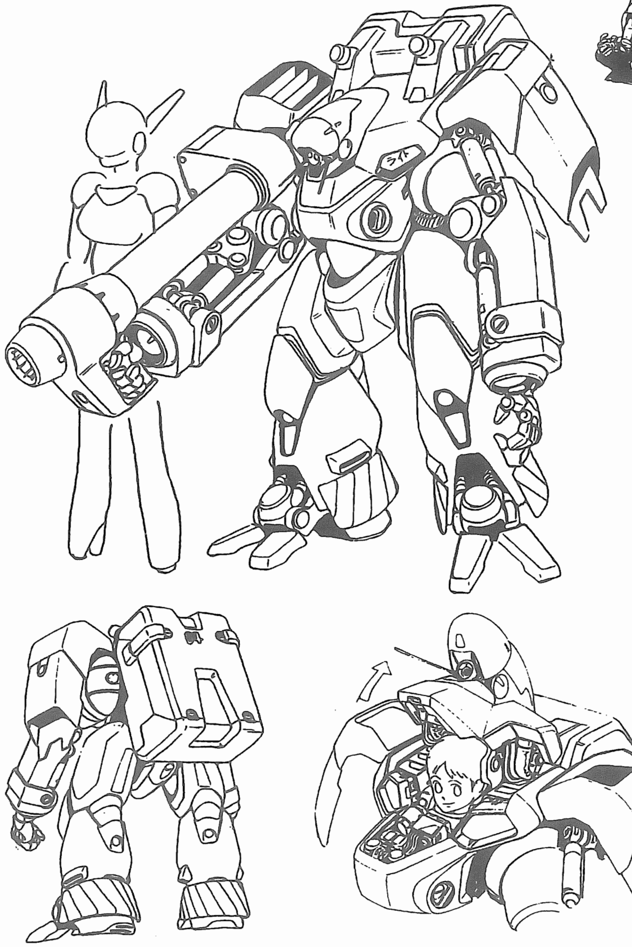
▼KNIGHT SABERS TRAILER

In the underground garage beneath Lady's 633, right next to the Silkywagon, is parked a gigantic big-rig. This heavy-duty trailer serves both as transporter and as mobile minibase for the Knight Sabers and their equipment. The cab has a communications suite and a two-way videocomm for keeping contact with the people in the trailer section. The spacious interior of the trailer is equipped with a powerful computer, assorted communication devices (with scramblers, of course), and a maintenance bay. However, most of the space is taken up by storage space for the four Hardsuits, four Motorslaves (of any model, or even the Highway Star), and two hydraulic booms which deploy from either side of the trailer. These booms can drop-launch two Motorcycles at a time—while the trailer is moving at highway speeds. Motorslaves can even be drop-launched in Cycle mode and immediately switch to Slave mode, taking to the air before they ever hit the ground.

KNIGHT SABERS TRAILER			16 CP
WEIGHT	6,000 kg	SPACE	1 driver, 3 pass in cab
MANEUVER	-3 Ref & Dex	MOVE	10 (160kph)
1D10	LOCATION	ARMOR	STRUCTURE
1-3	Tractor	1K = 50 PD	2K = 100 SDP
4-8	Trailer	1K = 50 PD	2K = 100 SDP
9-10	Wheels (8)	-	25 SDP each
SUBSYSTEMS			
• Crew space in trailer for 6, combat data center with POW 6 computer.			
• Hangar for four Motorslaves, dual launch booms.			
• Camouflage: resembles an unmarked big-rig.			

▼MACKIE'S BATTLESUIT

This heavily armed powered suit was built for those times when Mackie might have to enter the battlefield to support the Knight Sabers. It is a heavily modified MADOX-type Slave-Trooper, with updated armor and several parts which were remodeled after the Motorslaves (particularly the head and the shoulder sections). It's not nearly as advanced as the Hardsuits or Motorslaves, being designed primarily for survivability rather than assault, but the large shoulder pods house ducted fans which grant some hovering and jumping ability, and it is armed with a 4-shot autoloading bazooka. Its backpack is an interchangeable carriage, usually fitted with a Hardsuit container, and the battlesuit has a powerful computer system which can be used for combat information processing or to back up Nene's own formidable computer array. To make up for the clunky hands, a submanipulator is housed inside the chest.



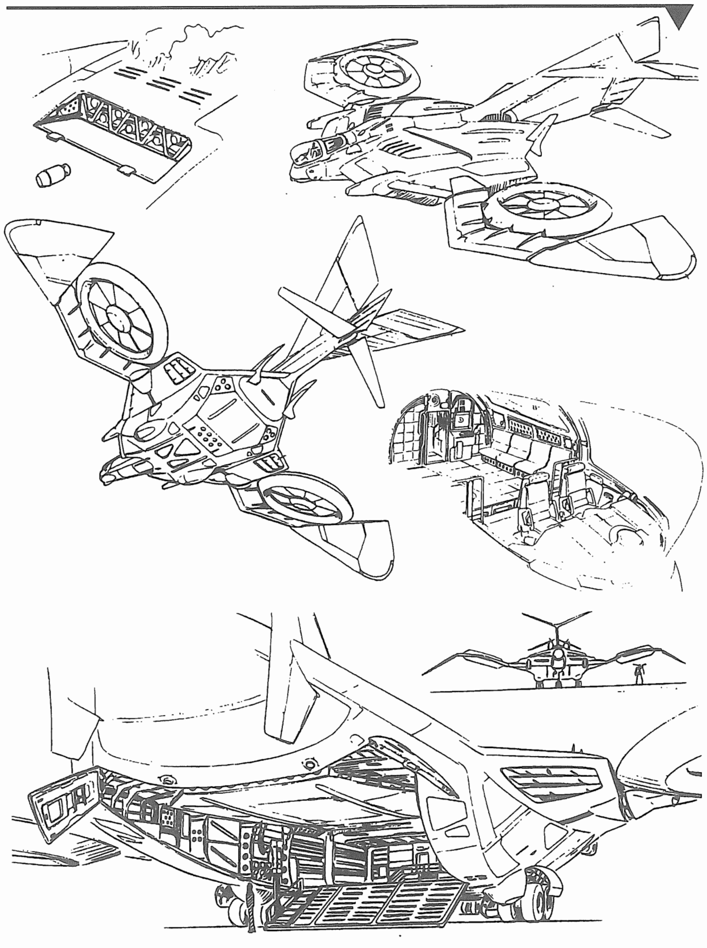
MACKIE'S BATTLESUIT			65 CP
WEIGHT	678 kg	MANEUVER	-4 DEX & REF
STRENGTH	STR 9	SENSOR/COMM	1km/50km
RUNNING	Max = MOVE 5	JUMPING	50m
ARMOR PD	0.8K = 40 Hits	STRUCTURE	0.8K = 40 Hits

WEAPON	WA	RNG	DMG	LOC	SPECIAL NOTES
BAZOOKA	-2	600m	1.5K	RA	4 Shots, Blast Radius 1.
HAND-TO-HAND	+0	-	9D6h	A, A	Killing Damage.

SUBSYSTEMS: Life support, audiovisuals, radio scrambler, low-light optics, ECCM Rank 7, computer package (POW 3), Jumpjets, Emergency ejection function, Backpack Hardsuit container, chest-mounted micromanipulator.

▼SKYCARRIER

A surplus military aircraft which Sylia purchased through *very* unofficial channels, this heavy-duty VTOL serves as an airborne base for the Knight Sabers. Its large cargo bay has similar facilities to those of the Knight Sabers' trailer, but lacks the launch booms, instead using a more conventional rear ramp for access. The Skycarrier can perform almost any aerial maneuver thanks to its vectored-thrust engines, and its original design has been improved by Mackie and Dr. Raven to have even greater speed and agility. It's also heavily armored and armed with twin serial-firing missile launchers, as well as having limited stealth characteristics to help ensure that it is not easily followed. Sylia hides the Skycarrier in a hangar at a private airstrip which she maintains through a series of middlemen; her fortune allows her to keep several key people in her pocket, including air traffic controllers and Aviation Bureau officials who put a blind eye to the movements of her private aircraft.



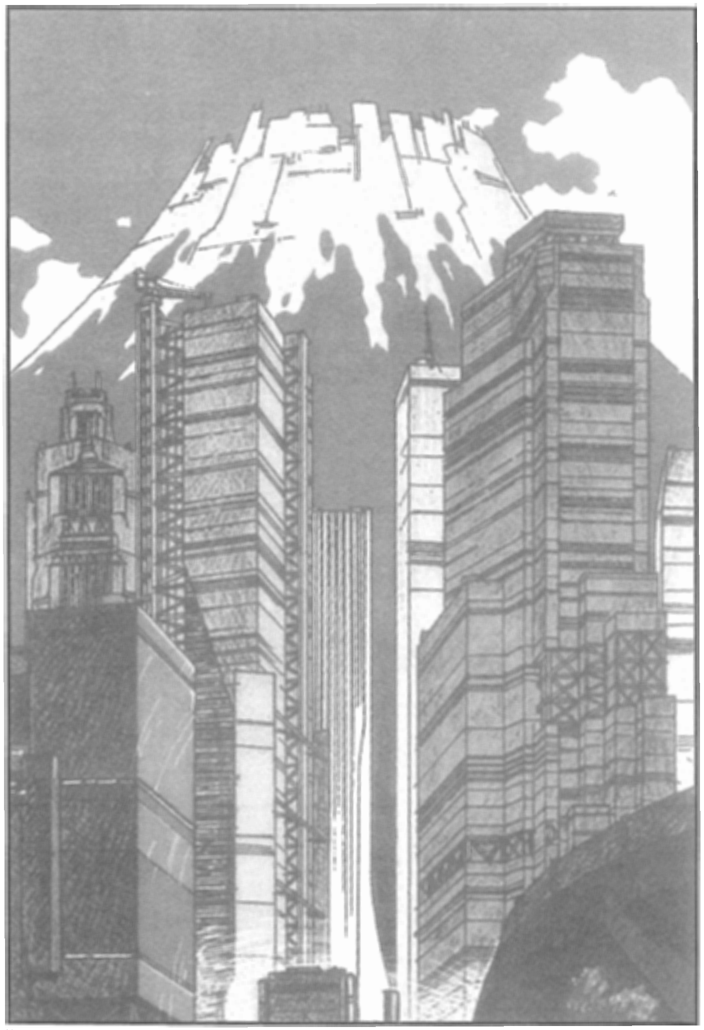
SKYCARRIER			90 CP
WEIGHT	12,500 kg	SPACE	1 pilot, 7 passengers
MANEUVER	-1 Ref & Dex	MOVE	6 (635kph)

1D10	LOCATION	ARMOR	STRUCTURE
1-5	Fuselage	1.5K = 75 PD	3.0K = 150 SDP
6-7, 8-9	R. or L. Wing	1.0K = 50 PD	2.0K = 100 SDP

10 WEAPONS	WA	RNG	DMG	LOC	SPECIAL NOTES
MISSILE BAY X2	+0	600m	1.0Ke	R&LWs	*Smart (12 + die), 7 shots each.

SUBSYSTEMS: Two turbofans, granting VTOL ability; Rank 6 ECCM, Storage bay for 4 Motorslaves and 6 people, Life support. Any number of missiles (up to total of 14) can be fired at once.

GENOM



"... what do you think would happen if Genom were to take over the world?"

"I guess the cities would be wall-to-wall Boomers ..."

—Sylia Stingray and Lisa Vanette, December 2033

Genom: the most powerful economic force on the planet, maker of the Boomers, and manufacturing monolith for the masses—just the kind of enemy the Knight Sabers need. This mega-megacorporation has made itself indispensible to the modern world, acquiring or controlling more industries than any other corporation in history. Its tactics are ruthless and its power is immense. But the question remains: What does Genom plan to do with all this?

▼GENOM'S GOALS

The fact is, Genom is bent on nothing less than global domination, and in 2033, its control is nearly complete. This is owed almost entirely to the founder and current chairman, Quincy, who established the enterprise's base in MegaTokyo, pushed for control of food circulation and industrial resources, and encouraged developments in manufacturing. Quincy's personal nickname for his corporation is "Genetic Ecosystem by NOisy Multinationalist." While the exact future of Genom's and Quincy's global rule is still unclear, this anagram suggests that Genom was always intended for eventual covert and overt control of the world.

Given its power in this wide spectrum of worldwide markets, Genom wields a great deal of influence over various national governments, agencies and even terrorist groups—in fact, Genom secretly manipulates political and financial aspects of the entire Western world. Through its aerospace concerns, it can effectively control SDPC and it even has connections within the USSD's allied council. Taking full advantage of its multinational status, Genom regularly ignores national boundaries and laws to engage in the illegal manufacture, sale, and trade of military weapons. The super-conglomerate is almost untouchable by most law-enforcement agencies, as Genom either funds the agencies themselves or controls the politicians that give the cops their orders.

The conglomerate's influence on the world economy and its direct power over key political figures is a useful tool, but the most versatile and powerful weapon in Genom's arsenal are Boomers. The massive enterprise owns all patents and copyrights on this "new race", and is constantly developing new types to serve its purposes, the devastating SuperBoomers being one example.

Even more frightening than the Boomers themselves, however, is the top-secret Over-Mind control System. Even high-level executives in Genom's hierarchy believe the OMS to exist only in rumor, but the conglomerate's elite (the board of directors, Quincy, the chief of security, and a few others) actually have access to it. As yet, the OMS is inactive, but once engaged it can control *all* the Boomers in the world. Should it ever be used, the person controlling it would command an army of androids working everywhere from kitchens to orbital construction sites to the military; he would instantly become the most powerful person on the planet. The OMS is Genom's most closely guarded secret; if the rest of the world knew of it, the massive enterprise would surely be torn apart by the outraged governments of the world ... assuming they got the chance.

▼GENOM'S MANY FACES

Genom is big ... really big. We can give only the barest outline of their interests here, since a complete listing would require another entire book, but here are a few of the basic facts.

The name of this mysterious superconglomerate originated from a biological term: *genome,* which is defined as the minimum DNA set required for an organism to survive. One can draw the analogy that Genom sees itself as the minimum structure necessary for human society to function. This fact is reflected in how the Genom name is used; unlike many conglomerates, who acquire other companies but continue to operate them under their old names, Genom more often places the Genom name on almost every industry it touches, obliterating the identities of the previous companies. This reinforces the monolithic nature of the company, presenting the Genom name before all others. Generally, if you've purchased a product from a Genom-owned company, you know it.

While Genom may ultimately be no more than a tool for Quincy's grand schemes, in the meantime it functions (at least partially) as a legitimate enterprise. Genom is no doubt best known as the world's biggest industrial concern, producing 68% of the world's automobiles and controlling 72% of the planet's food circulation (including supplies for the orbital stations and bases), as well as financing the world's four largest aerospace companies.

FEMALE COVERT OPS BOOMER

It owns countless general manufacturing and heavy industry concerns and is involved in the production of items ranging from commercial airliners to medical equipment and toys.

Less well known is the fact that Genom is also a weapons manufacturer. While it has relaxed the production of conventional weapons, its combat Boomers are one of its best-selling products internationally, and it has an 80% share of the virtual interface control market. Advanced virtual-reality type interfaces are necessary for the use of Powered Suits and Battlemovers, and Genom pioneered this technology. Started in 2015, Genom's milspec department is now the world's third largest military electronics supplier.

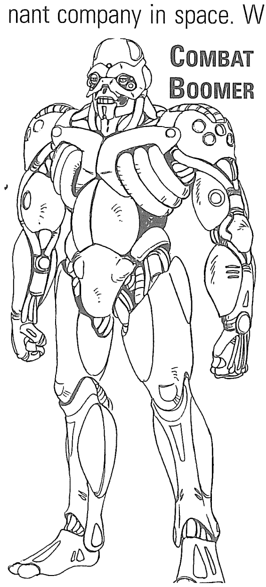
Genom's premier position as the maker of the world's best humanoid robots and androids is well documented. fifteen years ago, the general deterioration of the world situation was hindering corporate growth so badly that even Genom was stagnating. To break out of this slump (and perhaps point mankind toward its next evolutionary step?), Genom led the way in creating a "new race" of robots and revitalized the world's economy.

In 2033, waitress androids and worker Boomers are everyday sights. Some other companies may sell more affordable robots, but nobody comes close to the sheer complexity and performance of Genom's Cyberdroids, a.k.a. Boomers.

Genom's many subsidiaries are connected by a complex web of cross-ownership, loans and investments, business and trade links, co-directorships and family relations. Despite this cross-ownership system, Genom is not a *zaibatsu*; the whole conglomerate is immediately answerable to the major core divisions and to Quincy himself.

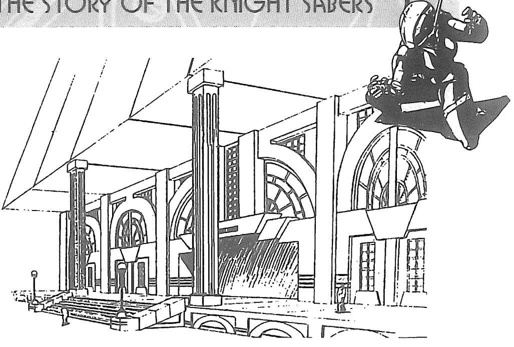
Currently, the corporation is aiming to dominate the Asian market. Hong Kong and Shanghai are both sites where cheap Boomer parts are being made, and thus are Genom's prime targets. To take control of areas such as this, Genom brings small, local companies under its wing and gradually infects the entire area until all companies are part of the same system—Genom Enterprises. By investing funds in local firms with innovative technologies and encouraging their development, Genom becomes vital to those companies' continued prosperity and gradually takes control of them through pure cash leverage.

Genom used this same strategy to establish itself as the predominant company in space. While Genom has turned Boomers into the personified symbols of labor and war, the BioEscape Corporation (BEC) originally developed them for orbital work. In fact, BEC was originally "subsidized" by Genom when that superconglomerate saw such support as an opportunity to gain its own funding for orbital manufacturing. Once Genom had its teeth in, it consumed BEC whole.



COMBAT BOOMER

Despite its frequent use of Boomer labor, Genom is one of the largest employers in the world as well. Company employees are often recruited straight out of college and are expected to contract themselves to the company effectively for life. Genom is happy to set them up in corporate housing, with a corporate school for the kids, and even offer Genom-supplied entertainments. As the governments of the world have struggled to contain the chaos of the new millennium, the corporations have often been given the chance to determine the "daily reality of the people." And that's exactly how Genom wants it.

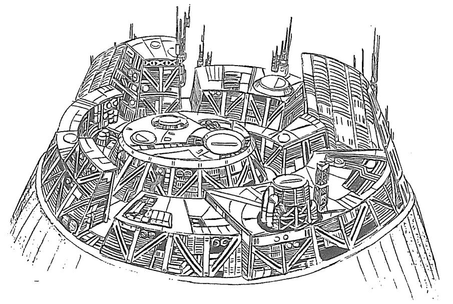


GENOM TOWER MAIN ENTRANCE

Naturally, advertising is an essential part of the Genom corporate machine, selling image and product simultaneously. Sales have to be maintained for all of Genom's services and products after all, Boomers included. All advertising is designed and managed in-house by special departments, tailored to individual nations and religions, and run from offices in their towers. Genom Tower in Tokyo handles international advertising and public relations, which are covered by a calculated campaign of tailored upscale promotion and high general visibility.

Of course, public relations can be difficult for Genom—its image of brooding, ominous power being somewhat problematic. Jokes are made about Genom's omnipresence and omnipotence, but there is always a ring of truth which drains the humor from these witticisms. Genom casts the best possible light on itself, extolling the virtues of its products which "form the backbone of a sound economy." True as this might be, there are many dark rumors and bad memories adrift in the public consciousness. People may respect Genom, they may need Genom, they may occasionally thank God for Genom, but even more, they will always *fear* Genom.

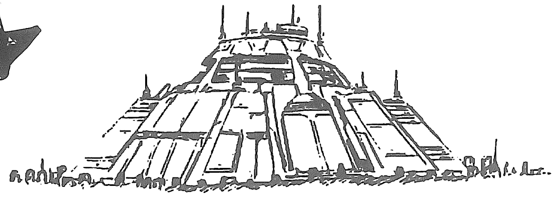
▼THE GENOM TOWERS



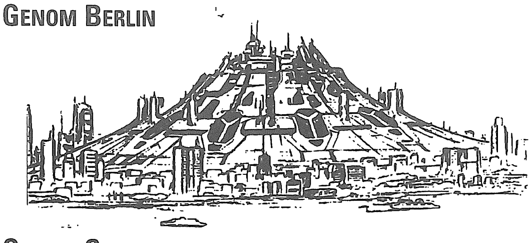
SUMMIT OF GENOM TOWER 2032 (INCOMPLETE)

Genom's main headquarters is Genom Tower, located in MegaTokyo's District Three. Standing 1000 meters tall, this gigantic arcology's total volume is estimated at 170 million cubic meters. After eight years, construction of the tower still forges ever onward, conjuring to mind a modern version of the Tower of Babel. A spiral road, designed to facilitate access for construction vehicles, climbs up and around the incomplete walls of the Tower, reinforcing the splendid yet intimidating Babel image.

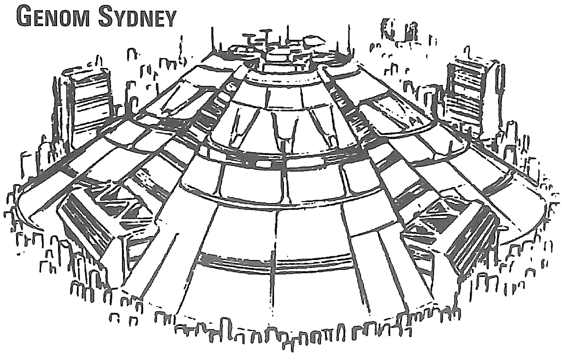
Rising ominously above the surrounding buildings and containing hundreds of floors, the Tower's exterior is surfaced with smoked glass and mirrors. The megastructure's layout and facilities are kept largely secret, but the majority of the interior consists of offices, research labs, and executive conference rooms. There are also the obligatory cafeterias and rec rooms (complete with exercise gyms) for the staff, in addition to a surgery-capable infirmary. There are many underground sublevels which go down to almost one-third the Tower's aboveground height. These basements include employee parking zones, loading docks, storage areas, auditoriums, and training rooms, as well as more sensitive and tightly guarded areas such as testing sites, labs, an independent fuel cell generator, the security center, and the Tower's computer core (POW 12). The chairman's magnificent office can be found at the top level, along with helicopter landing pads and several clusters of communications gear.



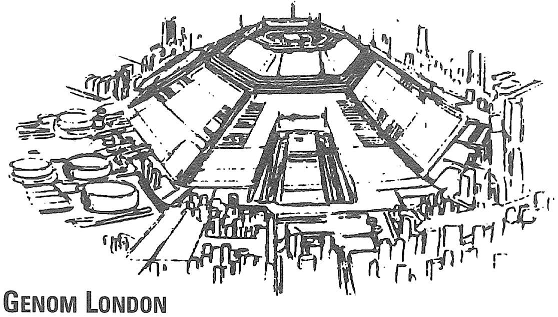
GENOM BERLIN



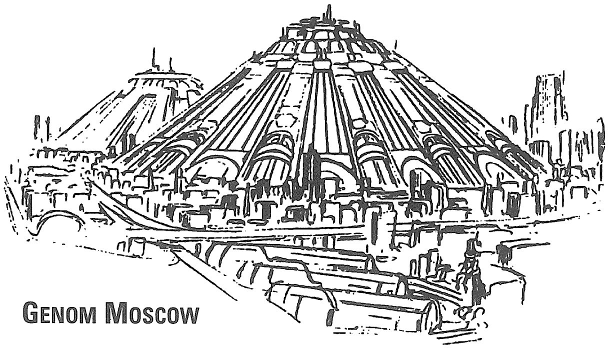
GENOM SYDNEY



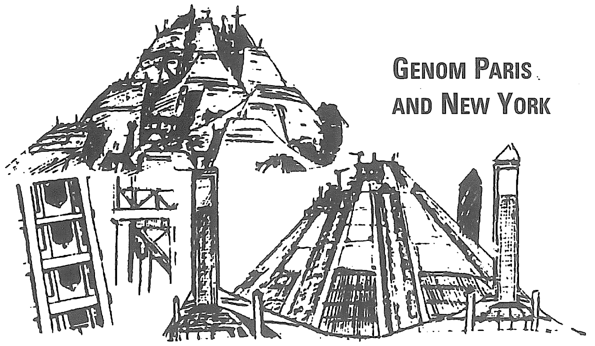
GENOM CHICAGO



GENOM LONDON



GENOM MOSCOW



GENOM PARIS AND NEW YORK

A system of freight and personnel elevators connects all levels of the Tower, subterranean and elevated. Most personnel elevators do not open to all floors, since there is a mixed system of express and local elevators; express elevators stop every ten floors and local elevators handle the intervening areas. Of course, these restrictions can be overridden in an emergency or with executive clearance. The front entrance to the tower is opulently decorated, but there are many, less ostentatious, secondary gates.

A large complement of vehicles moves in and out of the Tower. Most of the traffic consists of trucks ranging from minivans to small haulers to cross-country big rigs—all performing unglamorous transport, service, and supply duties. A fleet of company-owned sedans and limousines ferry executives to and from meetings, errands, and power lunches. The landing pads on the roof service several tiltrotor aircraft and helicopters. Genom also keeps several unmarked vehicles for incognito use, just in case it doesn't want the Genom name associated with the vehicles' activities…

In terms of security, the Tower is effectively a fortress, with a network of cameras, ID scanners, electrified barriers, automated weapons, gas vents, and a large staff of Combat Boomers in human disguise. For extreme circumstances, Genom Tower also has several teams of Battle Boomers stored throughout the building. Each team consists of at least two B-types in cold storage modules—in times of emergency, the computer system downloads a situation report and orders to the Boomers' brains and then flash-defrosts them for immediate deployment.

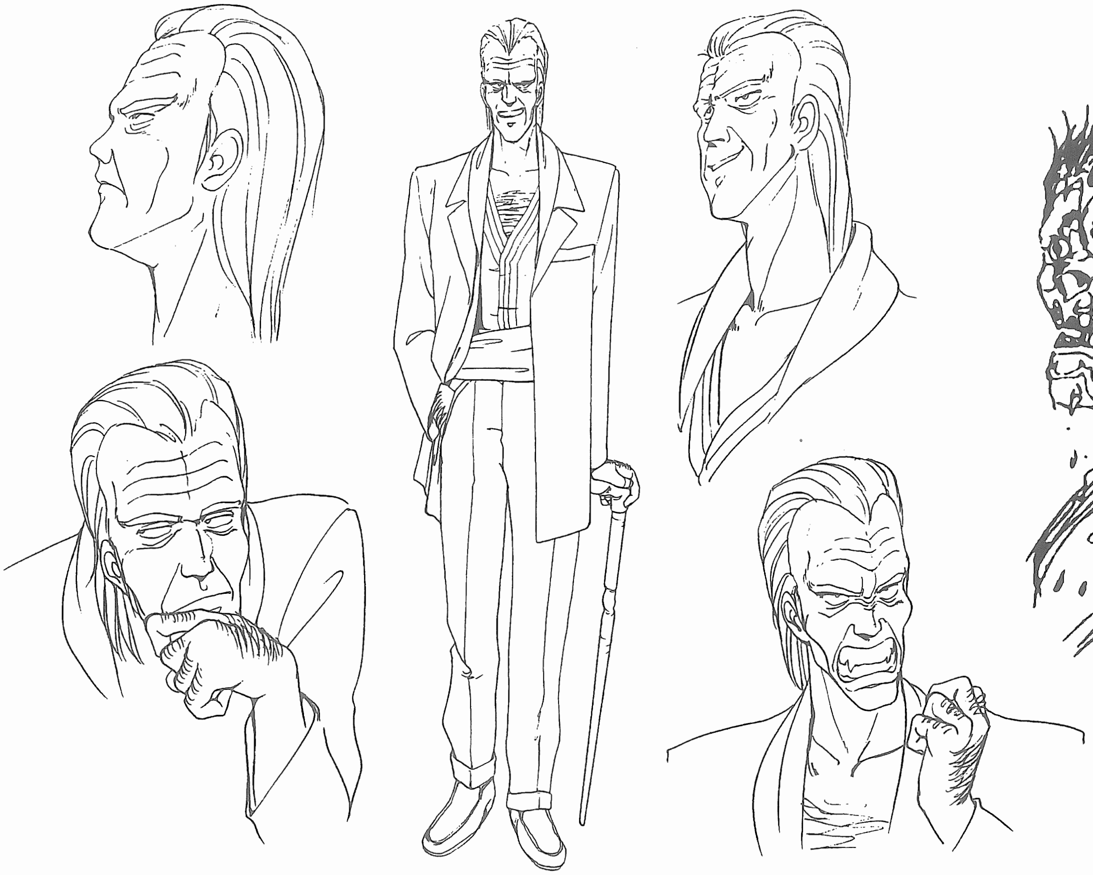
▼OTHER FACILITIES

Outside of its headquarters, Genom has regional offices all over the world, marking its territory in major industrial cities such as London, Paris and Moscow. In keeping with Genom's monumental size and reputation, their towers are standardized in design so that they are instantly recognizable. While special facilities such as factories, warehouses, and research compounds aren't designed in this image (as they're less visible to the public), each regional office is a variant on the world-famous Genom Tower of MegaTokyo. These Towers vary in size, but they all stand as ever-present reminders of Genom's worldwide dominion.

This visibility also makes the Towers tempting targets. Several Towers were destroyed in late 2033 by the renegade SuperBoomer Largo. Using hijacked USSD killer satellites, he wiped out the Tower under construction in Sydney, Australia, as well as those in Chicago and Berlin. Repairing the damage caused by this attack has taken a great deal of Genom's time, energy, and money, slowing its progress in other areas. However, reconstruction has already begun and worldwide operations are expected to be brought back up to speed by late 2034.

▼GENOM AND THE KNIGHT SABERS

The fact that Genom has not yet made a concerted effort to destroy or expose the Knight Sabers is owed to the fact that the corporation really doesn't care enough about them to bother. While the Knight Sabers are a remarkable team, with advanced technology and superb tactics, the simple truth is that they're too small for Genom to worry about. While several individuals in Genom's hierarchy (Brian J. Mason, Largo, and Dr. Miriam) have focused their attention on wiping out the Knight Sabers, the company as a whole has not. If Genom—that is to say, Quincy—ever wanted to find out the Knight Sabers' true identities, it probably could. It has more resources than any intelligence agency, better computer systems than any software company, and it's everywhere. If 18-year-old Lisa Vanette could *almost* expose the Knight Sabers, Genom would have no problem. Luckily, Quincy has no inclination to dedicate company resources to this thorn in his side. One wonders why …



ANDROID DUIPLICATE OF QUINCY (DAMAGED)

QUINCY			
AGE	70	JOB	Genom CEO

INT	9	PERS	10	WILL	10	TECH	7	MOVE	2
REF	5	DEX	4	STR	3	CON	10	BODY	8
LUCK	14	MAX	100kg	LIFT	50kg	CAR	25kg	THRW	6m
PNCH	3D6	KICK	4D6	RUN	6m	LEAP	1m	SWIM	2m
STUN	40	PD	-20	HITS	40	RCVR	13	RES	30

SKILL	LVL	SKILL	LVL	OPTIONS	LVL
PERCEPTION*	+7	DRIVING	+3	---	-
CONCENTRATION*	+9	WARDROBE & STYLE	+6	---	-
EDUCATION*	+10	ESPIONAGE	+7		
PERSUASION*	+8	RESEARCH	+6		
SOCIAL*	+7	LEADERSHIP	+8		
LOCAL KNOWLEDGE*	+4	BUSINESS	+10		
TEACHING*	+5				
ATHLETICS*	+2				
HAND-TO-HAND	+1				
MELEE	+3				
FIREARMS	+2				

EQUIPMENT: An amalgam of casual clothes and businesswear, ornamental cane (could be a swordcane), and anything else he wants—being the CEO of Genom, Quincy has access to effectively ANYTHING.

▼QUINCY

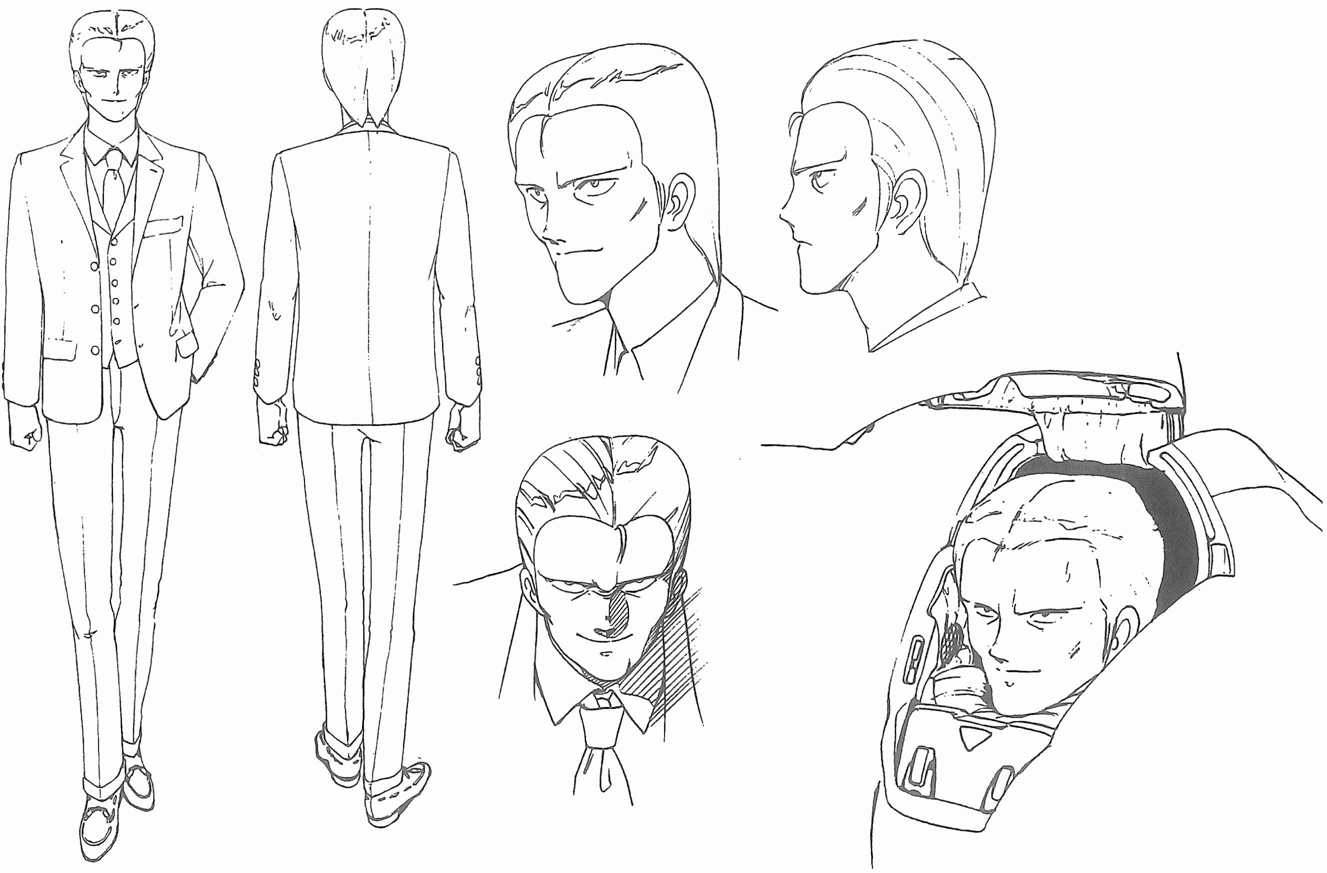
AGE: 70. HEIGHT: 217cm.

As the founder and current Chairman of Genom Enterprises, Quincy is one of the most powerful people on Earth. Genom's worldwide dominion is owed almost entirely to his accomplishments: It was he who established the enterprise's base in MegaTokyo, he who pushed to control the circulation of various foods and industrial products, and he who planned and funded the advanced development of manufacturing technologies.

Quincy's personal history is a mystery (unknown even to Sylia), but some insight can be gleaned from the Chairman's nickname for his corporation: "Genetic Ecosystem by NOisy Multinationalist." Despite its quirkiness, this anagram is interesting in that it offers a window into Quincy's egotistical character—it suggests that from the conglomerate's inception, Quincy foresaw Genom's (and thus his own) eventual covert and overt domination of international economies and politics. One could conclude that Quincy has been plotting world domination for a long time and plans to set himself up as some kind of God to reign over mankind. One thing for sure is that he is a man completely in control of himself; he maintains a nearly unshakable composure in all situations.

NOTES

Quincy is an imposing man—his appearance belies his age and he dresses in fine, casual suits. He also has a totally confident manner that can be quite disconcerting to anyone challenging him. His mysterious aura is compounded by the fact that he has several doubles (usually Boomer androids), making it difficult to tell if anyone has ever met the real Quincy. It has been theorized that Quincy may no longer have a corporeal form, and that he may have already downloaded his mind into the Genom computer network.



▼BRIAN J. MASON

Effectively deceased as of 2032.

Mason was a powerful man within Genom Enterprises; as the Secretary to the Chairman, he was in charge of many of Genom's seamier operations. He directed the assassination of Dr. Stingray and the cover-up which included the destruction of Wiz Laboratories, and it was he who masterminded the secret plan to develop illegal Combat Boomers. He supported the Technologically Integrated Economic City Project and the Killer Doll Seizure Plan. He also covertly continued the Super Boomer Development Plan (after its false destruction) without Quincy's knowledge or approval.

While on the surface Mason dutifully served Quincy, he secretly harbored grand ambitions. Not content with being merely a corporate prince, he aspired to become the supreme leader of Genom and one day rule the world. While the Knight Sabers foiled his plans—interfering in the kidnapping of Cynthia and the development of the SuperBoomer—Mason's ambition could not be thwarted even by Sylia's avenging laser sword. Mason *was* killed in a battle with the Knight Sabers, but his mind had already been transferred to the body of an advanced SuperBoomer; his desires were reborn in the form of the nefarious Largo.

NOTES

Brian J. Mason was a ruthless corporate shark. He was power-hungry and amoral, but dangerously clever and patient. As Quincy's assistant and confidante, he knew where all of Genom's skeletons were hidden and had access to vast resources. He also had surprisingly in-depth knowledge of the Knight Sabers, perhaps even copies of Dr. Stingray's original files. In fact, despite his competence and power, he developed a driving obsession with Sylia Stingray and the Knight Sabers which ultimately proved his undoing.

MASON

AGE	30s	JOB	Quincy's Assistant

INT	8	PERS	8	WILL	9	TECH	6	MOVE	4
REF	7	DEX	7	STR	3	CON	5	BODY	4
LUCK	15	MAX	100kg	LIFT	50kg	CAR	25kg	THRW	6m
PNCH	3D6	KICK	4D6	RUN	12m	LEAP	2m	SWIM	4m
STUN	20	PD	-10	HITS	20	RCVR	8	RES	27

SKILL	LVL	SKILL	LVL	OPTIONS	LVL
PERCEPTION*	+5	DRIVING	+5	OBSESSION	-12
CONCENTRATION*	+7	WARDROBE & STYLE	+4	(Sylia Stingray)	
EDUCATION*	+8	ESPIONAGE	+8		
PERSUASION*	+9	RESEARCH	+6		
SOCIAL*	+7	LEADERSHIP	+6		
LOCAL KNOWLEDGE*	+6	BUSINESS	+8		
TEACHING*	+5				
ATHLETICS*	+4				
HAND-TO-HAND	+4				
MELEE	+2				
FIREARMS	+3				

EQUIPMENT: Company vehicle (usually either a limousine or a tiltrotor aircraft), Combat Handgun, businesswear, Rich Lifestyle (executive penthouse). Being a Genom bigwig, Mason can also get access to pretty much whatever else he wants.

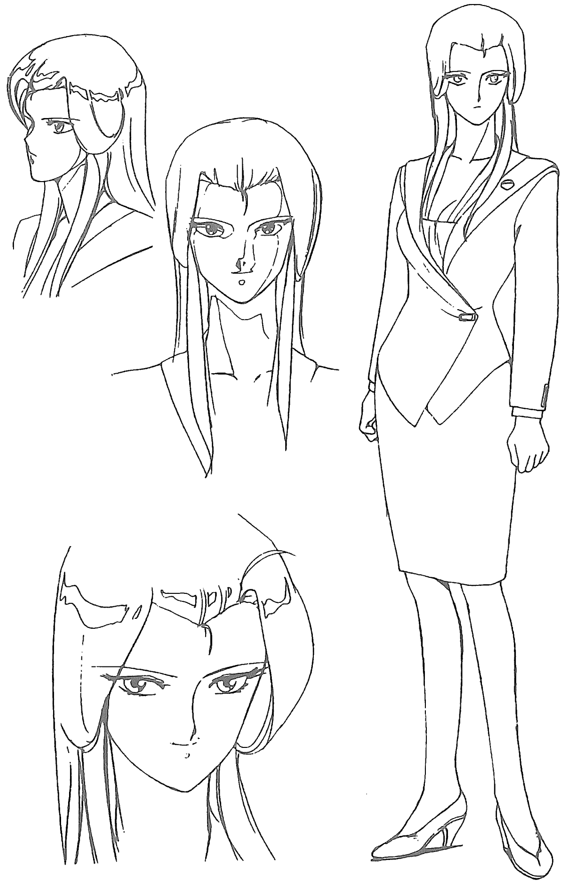
▼KATE MADIGAN

Presumed deceased as of mid-2033.

As Genom's executive officer in charge of information, Madigan had nearly unlimited access to Genom's secrets and was personally involved in numerous international conspiracies. She was also in charge of internal affairs and espionage, and was responsible for plugging leaks in Genom's information network (like Anri). After Mason's untimely death, she moved into Chairman Quincy's favor, becoming privy even to the secret of the OMS. In the battle that ensued when Largo challenged Quincy, Madigan was reportedly killed (but if she did survive she could pose many problems for the Knight Sabers).

NOTES

Madigan was a brilliant, meticulous, ruthless executive. She had a good mind for public relations, but had no qualms about killing to cover Genom's crimes.



MADIGAN

INT	8	PERS	7	COOL	7	TECH	6	MOVE	4
REF	4	DEX	4	STR	2	CON	5	BODY	3
LUCK	12	MAX	72kg	LIFT	36kg	CAR	18kg	THRW	6m
PNCH	2D6	KICK	3D6	RUN	12m	LEAP	2m	SWIM	4m
STUN	15	PD	-10	HITS	15	RCVR	7	RES	21

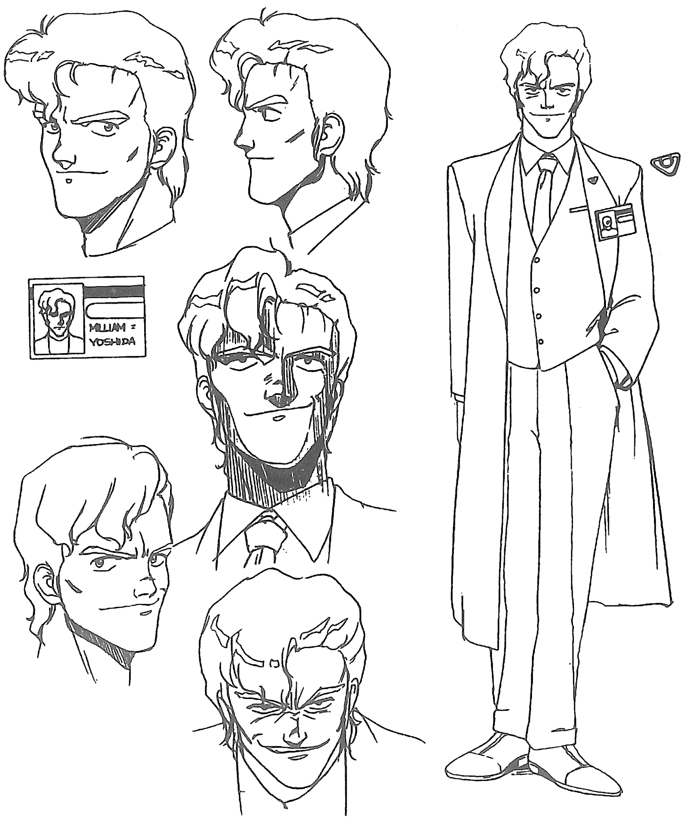
SKILL	LVL	SKILL	LVL	SKILL	LVL
PERCEPTION*	+7	SOCIAL*	+6	DETECTIVE	+7
CONCENTRATION*	+6	LOCAL*	+4	BUSINESS	+7
EDUCATION*	+6	TEACH*	+6	RESEARCH	+6
PERSUASION*	+5	ATHLETICS*	+3	HANDGUN	+2

▼DR. MIRIAM YOSHIDA

Arrested on December 21, 2033.

Dr. Miriam was the most brilliant scientist within the pantheons of Genom Enterprises (at least so he thought). However, his arrogance kept him from being promoted and he was stuck working at Ebisu Mechatronics, a Genom subsidiary company which manufactures mundane labor Boomers. Worse yet, Miriam's boss was constantly taking credit for his accomplishments (such as a revolutionary performance booster for Ebisu's Boomers). These frustrations eventually pushed Miriam over the edge. In an attempt to elevate his status in Quincy's eyes, he designed a team of enhanced Boomers to destroy the AD Police and the Knight Sabers. He failed and was arrested by Leon.

Dr. Miriam was a gifted designer, but not the best strategist. While he is currently incarcerated, his criminal genius may yet get him out, and no doubt he will be looking for revenge on those who discredited him.

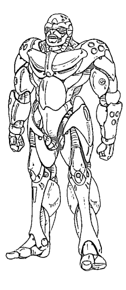


DR. MIRIAM

INT	9	PERS	4	COOL	4	TECH	9	MOVE	3
REF	3	DEX	4	STR	3	CON	4	BODY	5
LUCK	12	MAX	100kg	LIFT	50kg	CAR	25kg	THRW	6m
PNCH	3D6	KICK	4D6	RUN	9m	LEAP	1.5m	SWIM	3m
STUN	25	PD	-8	HITS	25	RCVR	7	RES	12

SKILL	LVL	SKILL	LVL	SKILL	LVL
PERCEPTION*	+2	SOCIAL*	+3	HIGH TECH	+6
CONCENTRATION*	+2	LOCAL*	+4	MILSPEC TECH	+6
EDUCATION*	+8	TEACH*	+5	SUPERTECH	+7
PERSUASION*	+5	ATHLETICS*	+2	SUPERSCIENCE	+7

BOOM BOOM!



"When it looked like that Boomer was about to kill me, I was thinking things like: Maybe Boomers, seemingly mere mechanical dolls, were better suited than humans to this crazy town..."

—Leon McNichol, AD Police Officer, AD2027

▼ASSEMBLERS OF PROSPERITY

In the latter half of the twentieth century, rapid advancements in technology at last resulted in the development of artificial substitutes for human beings. A synthesis of mechatronics, artificial intelligence, and biotechnology, they freed people from all kinds of menial labor. People called these symbols of the era, "Boomers, Assemblers of Prosperity."

But some anonymous Boomer is credited with saying, "Boomers are the forthcoming true face of mankind." This cryptic comment implies that Boomers may be more than mere tools of humanity—that they may be as human as we are.

▼WHAT ARE BOOMERS?

While the "villians" of *Bubblegum Crisis* are technically called Cyberdroids, Boomers are their popular name. That name can be translated from the native Japanese into "Buma/Buuma" (purely phonetic spellings), "Booma" (this is how it is always spelled in the videos), and "Boomer" (the term used in AnimEigo's subtitles and in this game book). The orgin of this term is deceptively simple: The creators of *Bubblegum Crisis* liked the sound and feel of the English word "Boomer" (one who makes a lot of noise or fuss) and chose it as the common slang term for Cyberdroid.

Actually, the name is remarkably appropriate. Given the dictionary's definitions of "boom", and assuming that a Boomer is "one who Booms", then a Boomer is: One that experiences a sudden, rapid growth and/or expansion; one that increases in importance or esteem; one that develops rapidly in population and/or importance; one that rapidly grows, expands, or increases; one that rapidly expands widespread economic activity; and/or one that makes a deep, hollow, "booming" sound. Based on these terms, "Boomer" is actually quite an appropriate name for GENOM's (in)famous Cyberdroids.

▼ANATOMY OF A BOOMER

Boomers are biotechnoloigcal entities, robots made up of protein mechanics, neo-metallic structures, artificial intelligence systems, and synthetic organs. Originally designed for space construction work, Genom's factories now pump out scads of different Boomers, ranging in complexity from cheap, dog-brained robots to androids which are almost completely indistinguishable from human beings. Marketed as labor-saving servants and mechanical workers, most are vaguely humaniod in form, but more utilitarian models also exist, such as boxes with legs, animal forms, and even vehicles.

Each model is aimed at a specific consumer market, with all the models falling into eight general categories:

- Labor types are used for construction and sanitation. Labor Cyberdroids are the commonest and simplest types of Boomers, needing maintenance and recharges often. Their design is utilitarian, their bodies tailored to their duties—these robots usually resemble humans only slightly. Industrials include G-types (for space development) and R-types (for repair and maintenance) among others.
- Mannequins resemble humans, but are deliberately identifiable as Cyberdroids; blue or gray "skin" tinting and body seams are earmarks of a Mannequin-type. These are waitresses, security guards, or even as domestic servants (some can be adapted for sex, but Androids are more popular).
- Androids are nearly indistinguishable from humans; while standard endoskeletory types (such as the F-series) can be detected with X-rays, thermal scans, or simple weighing, advanced models (like the S-type Sexaroids) are only identifiable by dissection.
- Battle models are fielded by military forces, simultaneously fulfilling the role of soldier, weapon system, and light armored fighting vehicle. Battle Cyberdroids like the BU-12B and the Doberman are heavily armed and armored, and while *humanoid*, would never pass for humans.
- Combat models are complex biomechanical "field agents", disguised to look human but capable of incredible feats of strength. Also known as "Covert" models, these Cyberdroids can burst out of their human disguise to increase armor protection and deploy weapons and thrusters. They also possess the ability to absorb a limited amount of inorganic matter from the environment, allowing them to adapt to changing situations, repair damage, and custom-tailor their capabilities on the fly.
- Fusion-capable models are very rare and frighteningly powerful. They possess all the abilities of Combat models, but they can absorb a nearly unlimited amount of inorganic matter. Fusion-capable Cyberdroids can effectively fuse with all the material in their surrounding environment, converting it to their own use at an alarming rate.
- Experimental models are unique types with advanced abilities, usually testing increased-performance AIs, weapons systems, musculature, and/or armor. Experimental Cyberdroids are usually based on Combat models—the Super- and HyperBoomers are extreme examples of Experimental models.
- Second-Generation models represent prototypes for what is expected to be the future standard in Boomer design. Second-Generation Cyberdroids have more advanced AIs with superior empathy and human compatability, and their bodies feature superior motive systems and armor. They will not be widely available until at least 2034 or '35.

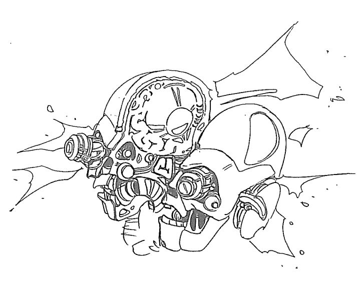
Among these various categories, Boomers are also classified according to the complexity of their manufacture (representing their inherent quality and thus their price). A-Class Boomers are masterpieces, with a high percentage of biological components. Of the B-Class, only a handful remain (even in Megatokyo), because they represent a compromise between quality and affordability which didn't sell well in an age of polarized economics. The C-Class is popular, since it still resembles a human but is cheap and easy to maintain. D-Class Boomers are nothing more than robots, and as such appeal to consumers solely on the basis of their utility.

The cheaper Boomers, such as C-Class Mannequins and Labor types, can be overworked, which may lead to breakdowns or berserk behavior. Most C- and D-Class Boomers should only be utilized in 12-hour shifts; using them around the clock can overheat them, leading to trouble of the AD-Police variety. High-quality Boomers, however, are constructed in an entirely different way and are expected to perform for long periods of time (days, months, or even years).

The endurance of an A- or B-Class Boomer's performance is owed to its power system. All Boomers are powered by an internal battery, but

Battle, Combat and other such high-end Boomers use a supercompact engine to recharge their battery's energy reserves constantly. Lower-level Boomers simply rely on a power cell (or a group of connected cells) which furnishes electrical current, and they require regular recharging.

▼BRAINS TICKING INSIDE...



Lurking within every Boomer's head, behind a thick, impact-resistant casing, is an electronic brian. What that brain can do depends on the type of brain it is. Based on the complexity of their duties, most Boomers have a variation of either a Model-9 or Model-11 brain. Model-9s are purely robotic, and can only think according to their programming. The Model-11, however, has greater capacity and a faster processor; using the principle of Imprinted AI, it can even run artificial intelligence algorithms.

The Model-9 is used in cheaper Cyberdroids like Labor types, Mannequins, and Battle Boomers. This type of brain is cheap and easy to mass-produce—while still intelligent, it is characterized by belligerence, a "zombie-like quality," or even possibly animalistic behavior. More importantly, it is inherently more unstable. Some might call this pathetic, but Genom simply calls it efficient.

As opposed to Model-9s, Imprinted-AI Model-11s have all the functionality of a human brain, but several progarmming blocks restrain activity to the parameters set by their human designers. Boomers may go through the same trials, tribulations, and stresses as humans, but their responses are regulated by these imposed blocks. Therefore, a Boomer can't have sophisticated emotions, such as hatred or anger. Usually.

However, should the braincase be damaged (in an accident, for instance) and then penetrated by radiation (such as from an atomic blast, reactor leak, lab accident, or cosmic rays), two or three blocks may fall. In this case, the brain's activity is suddenly unrestricted, allowing the Boomer to act according to its own ideas—this usually manifests as insanity, or, as Genom PR puts it: "Program degradation due to emotional disorders." On rare occasions, such damage has resulted in spontaneous self-awareness.

▼BEYOND THE NORM

In an amazing new shift of technology, some Boomers can change their shape. Usually this ability is reserved for Combat (aka "Covert") Boomers, who can compress their bodies to human proportions in order to disguise themselves. Some can even fuse with inorganic material, in either limited or nigh-infinite amounts. The exact nature of this shapeshifting power is a closely-guarded Genom secret—it would seem to involve nanotechnology, chemical reactions, and memory plastics (…or it could be chalked up to plain old writer's caveat!).

To disguise itself as a human, a Covert Boomer must compress some of its internal systems (namely its thrusters and weaponry). These systems are not functional in this form and must be "unpacked" for use—the Boomer literally explodes out of the disguise, drastically increasing in volume. While the increased surface area allows for better cooling and mobility, the larger size is primarily to allow the use of the Boomer's combat systems. This trading of infiltration ability for combat performance makes sense: disguised mode is "low profile", combat mode is "high profile".

Fusion-capable Boomers take the Covert Boomers' expansion capability even further. Through the use of invasive probes and viral infection, Fusion-capable Boomers can actually incorporate other objects and machines into themselves. This remarkable phenomenon lets the Boomer take control of anything composed of a man-made material, including steel, plastics, and even concrete. However, there has yet to be a Boomer which can fuse with organic materials, although Genom's scientists are no doubt hard at work on this even now. In extreme cases Boomers can actually incorporate themselves into their surroundings, turning their environment into their own body. There are three levels of this Fusion capability:

- Limited Fusion is practically a common occurrence, being a standard feature of the BU-55C. Such Combat Boomers can absorb a device(s) smaller and less complicated than the Boomer itself (such as a weapon, desktop computer, etc.) and make full use of it as if the device had always been a part of it.
- Advanced Fusion allows the Boomer to absorb or fuse with a device(s) of comparable size and complexity to the Boomer itself (such as a car, large computer, etc.). Doctor Miriam's computer-hacking Boomer was designed with such capabilities.
- Unlimited Fusion is a dangerous, unpredictable power: As F. G. Frederick demonstrated, Boomers with unlimited Fusion potential can absorb or fuse with any device(s) of any virtually any size and complexity, including entire buildings, or even small cities. Whether the Booomer can effectively control such a large structure has yet to be fully tested.

FUSION IN *FUZION*

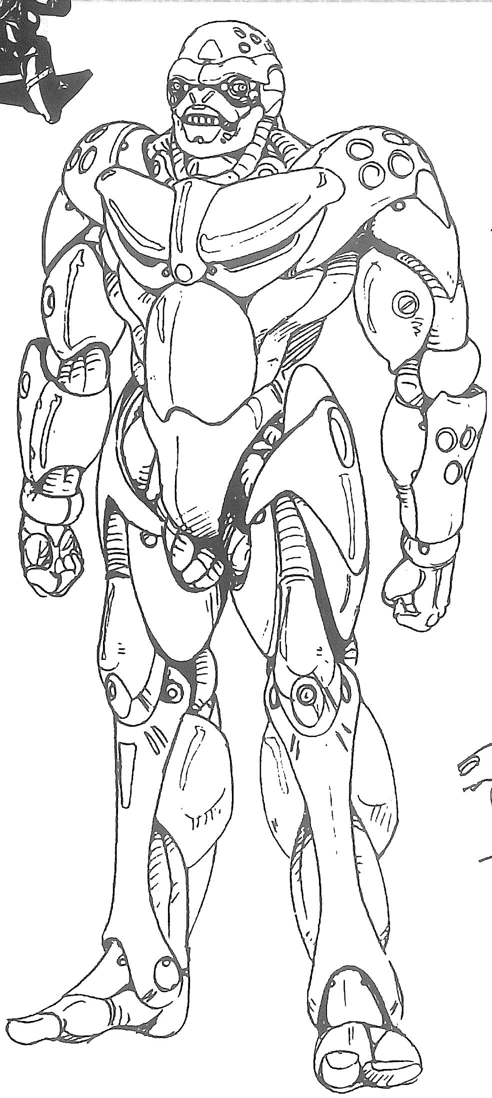
A Boomer's Fusion ability allows it to merge with and *completely* take control of mechanical or otherwise inorganic material. What the Boomer Fuses with must be one discreet unit (such as a weapon, vehicle, computer, or building) and it gains *full* control over any function or device which is considered part of the unit.

A Boomer's control over Fused material is so complete that it may even animate Fused material, moving it as if it were an extension of its own body—cut wires can re-weave themselves, gun barrels can bend like tentacles, walls and floors can even sprout appendages! Even so, Fused material does not add to the Boomer's structure; the objects retain their discreet SDP, as does the Boomer.

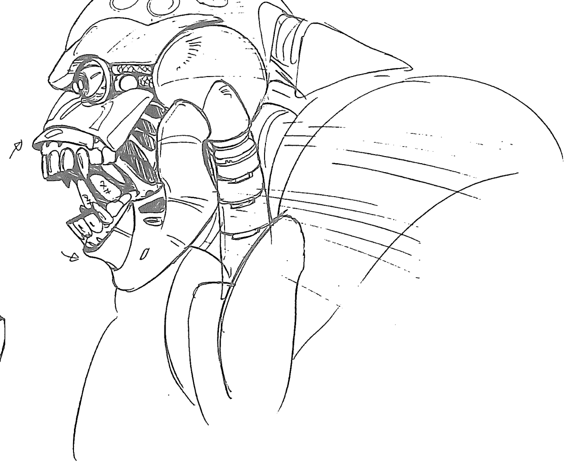
All levels of Fusion allow Boomers to merge with each other (this is usually done when two or more boomers are damaged); Fused Boomers have Armor PD, Stats, and Skills equal to the highest of any individual Boomer, and their SDPs add +50% of the smaller to the largest. For Example: *Boomer A* has 70SDP, 40PD, INT 4, REF 6, Firearms +4. *Boomer B* has 60SDP, 50PD, INT 6, REF 5, Firearms +3. *Fused Boomer A+B* has SDP 100, PD 50, INT 6, REF 6, Firearms +4 (as well as 2 heads, 2~4 arms and 2~4 legs!!).

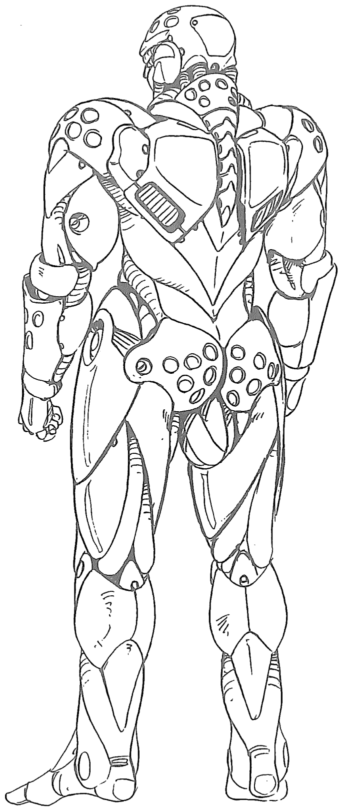
- **Limited:** Boomer can fuse with 1/4 its weight in material—usually weapons, machinery, construction materials, etc.. (Takes 1 turn)
- **Advanced:** Boomer can fuse with 10x its weight in material—usually vehicles, large computers, Battlesuits, etc.. (Takes 1 Turn/ton)
- **Unlimited:** Boomer can fuse with a nearly unlimited amount of material, such as ocean liners, buildings and even integrated city-structures (like airports, artificial islands and arcologies). This can animate thousands of tons of material, and little short of an orbital strike can destroy such a decentralized mass. However, at the heart of such fused material will be the Boomer's original body (with unchanged SDP)—destroy this core and all "infected" material will likewise "die". (Absorbs 1 ton 1st Turn, 2 tons 2nd Turn, 4 tons 3rd Turn, 8 tons, 16 tons, 32t, etc…)

> *"In this town, whether you're Boomer or human ... it's all the same in the end."*
>
> **—Leon McNichol, AD Police Officer, AD2027**

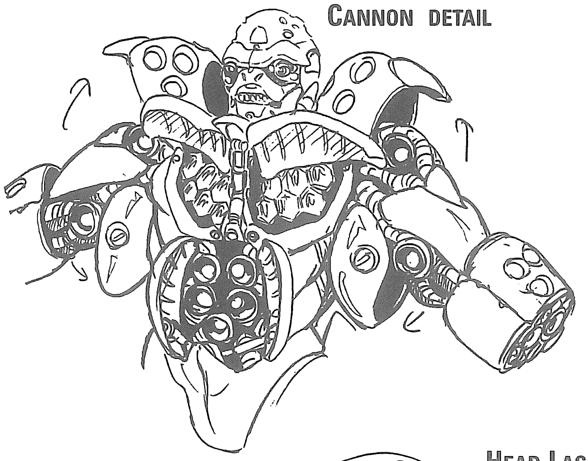


HEAD DETAIL

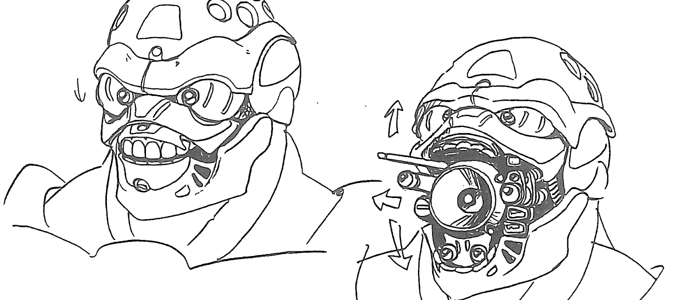




CHEST HEAT CANNON DETAIL



HEAD LASER DETAIL



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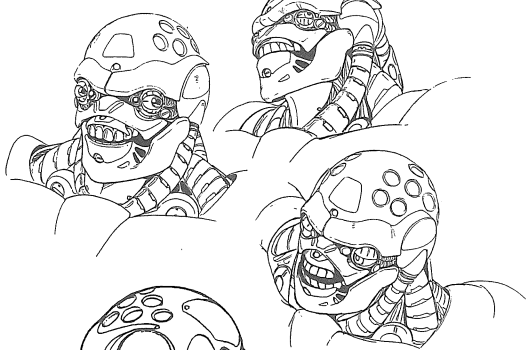
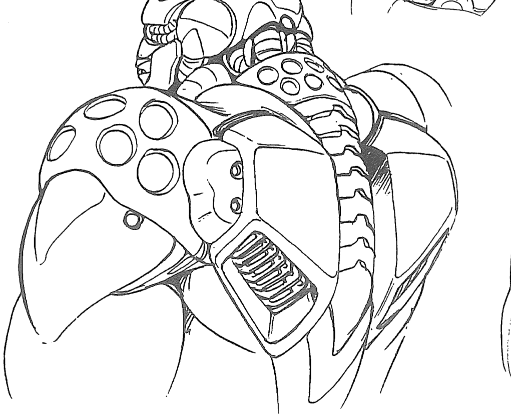
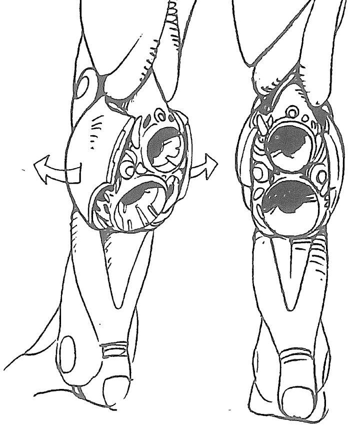
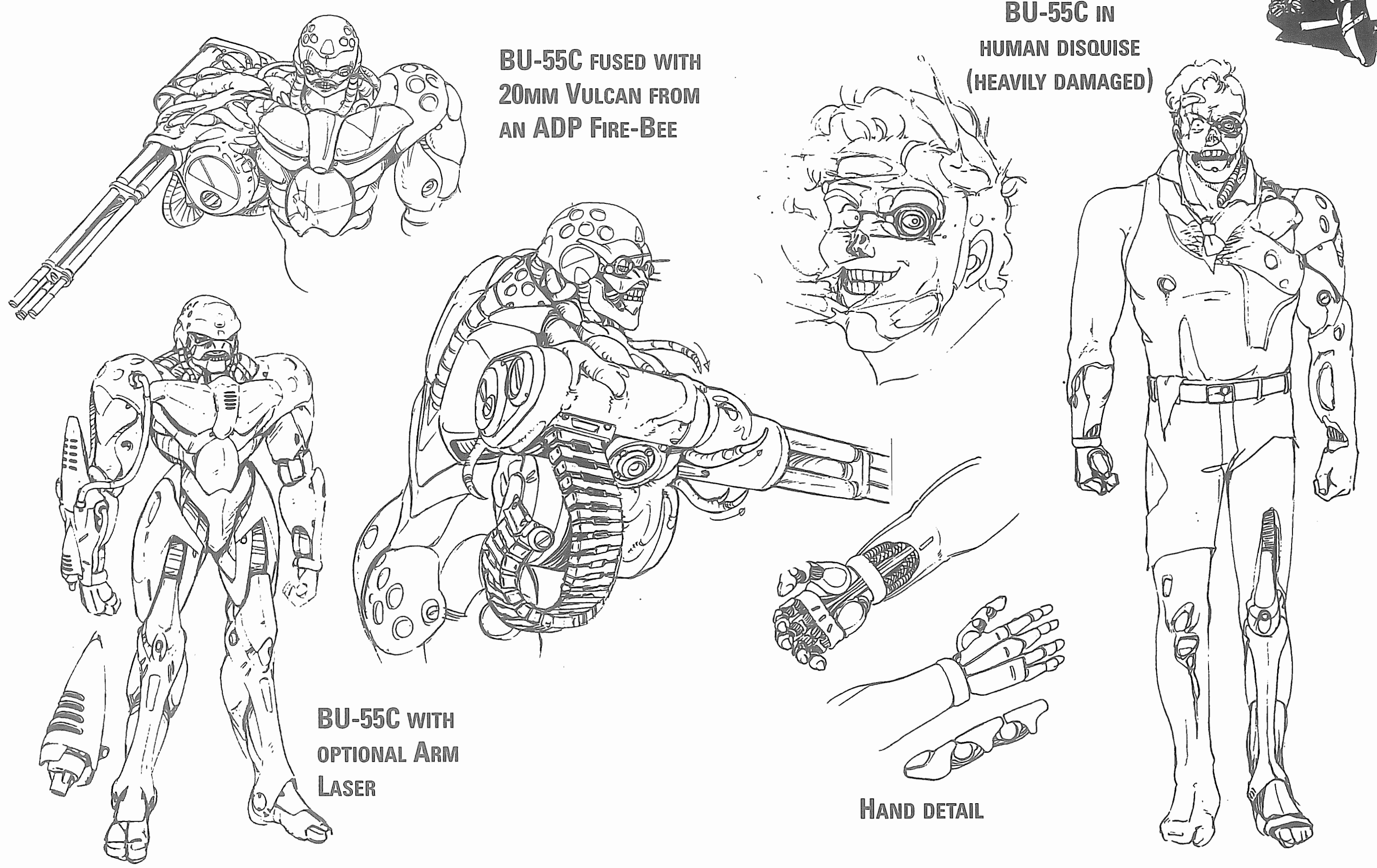




BACK THRUSTERS DETAILS





BU-55C FUSED WITH 20MM VULCAN FROM AN ADP FIRE-BEE

BU-55C IN HUMAN DISGUISE (HEAVILY DAMAGED)

BU-55C WITH OPTIONAL ARM LASER

HAND DETAIL

BU-55C COMBAT BOOMER

WEIGHT	600kg	TYPE	Combat
ARMOR	0.9K = 45PD	RUNNING	24 (72kph)
STRUCTURE	1.4K = 70SDP	FLY/SKIM	9 (145kph); 2/∞

REF	6	INT	3	AI RATING	Level 5*
DEX	6	PERS	6	SKILLS	+5*
STR	11	WILL	5	BODY	14
MOVE	24	TECH	4	RECOVERY	22/t

WEAPONS	WA	RNG	DMG	LOC	SPECIAL NOTES
HAND-TO-HAND	+0	-	11D6*	RA, LA	*i.e., 0.8K Killing.
BLADE WEAPON	+0	-	1.0K	Arm	Weapon style varies.
MOUTH LASER	+0	800m	1.6K	Head	-
HEAT CANNON	+3	725m	1.3K*	All	*2.5m area, 2t warm-up.
(LASER MG)	+1	750m	1.4K	RA	*ROF = 20.

SUBSYSTEMS

• Flightjets in calves and back. • Shieldable optics with targeting, low-light and IR functions. • Scrambled radio with 100km range. • Human disguise function; must rip out of disguise in order to deploy weapons and equipment; Perception vs 20 to detect. • Limited Fusion ability: Can absorb, control and animate 150kg of mechanical material.

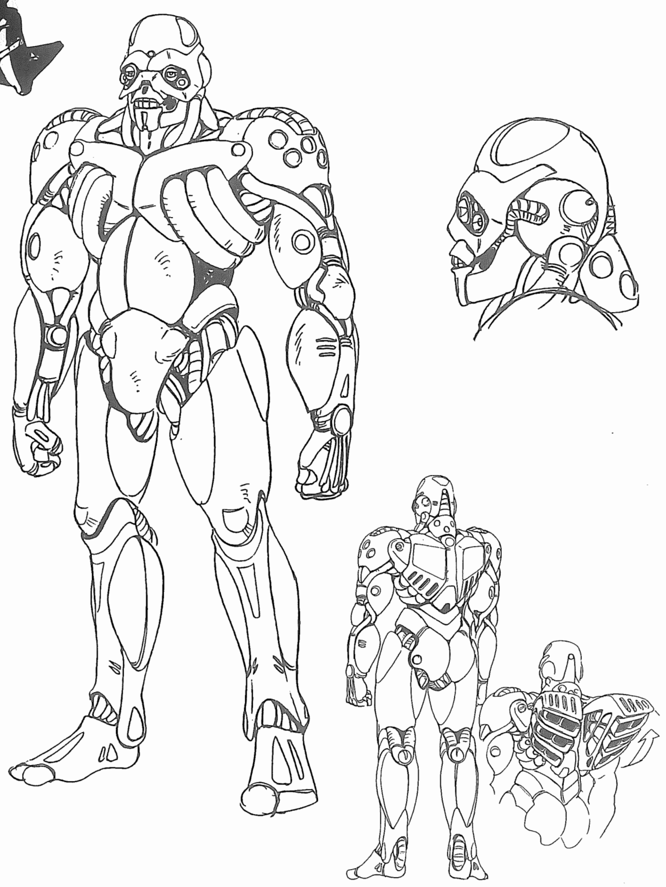
***Note:** AI rating denotes average value of INT, PERS, WILL, TECH, REF, and DEX, and also represents the level of all the Boomer's Skills; the BU-55C's relevant Skills include: *Perception, Persuasion, Hand-to-Hand, Athletics, Firearms, Melee,* and *Driving.*

▼BU-55C COMBAT BOOMER

Genom's best-selling model of assassin-type Cyberdroid. Like all Boomers in the C-series (for Combat or Covert), BU-55Cs can disguise themselves as humans and their mental capacities are efficient enough to simulate a person of normal intelligence. They range from 190 to 205 centimeters in height and their organic muscle fibers make them *very* strong. Their powerful bodies are immune to most small arms, being encased in high-density Abotex armor, and their organic components are highly efficient; they can eat and drink if they want to, but do not need food, water, or even air to function. In addition, their sensor systems are extra sensitive, enhanced with thermographic, targeting, and transmission functions for direct communications to and from their HQ. All are equiped with Model-11 brains.

While all Boomers possess self-restoring repair functions, the C-series possess a more advanced "cloning" system which allows them to activate built-in weaponry and equipment. For example, a BU-55C's back and calves can extrude booster rockets for long-range leaps—at maximum thrust, these rockets allow short-range flight. A Combat Boomer's mouth hides a powerful laser beam weapon, and its upper body can blossom open to reveal an array of microwave panels which act as a deadly heat cannon. Even an optional forearm-mounted laser machinegun is available on some models. For close combat, razor-sharp claws, punch daggers, or an arm-mounted blade are available as well. Since a Combat Boomer's eyes are vulnerable in battle, eye shuttters close to protect the sensors and several secondary antennae are deployed.

A BU-55C's self-restoration and cloning systems also provide a Fusion capability (level one), allowing them not only to fuse with each other but also with foreign objects such as weapons, computers, and vehicles. For example, the Boomer in the beginning of *BGC 1* fused a Fire-Bee's 20mm Vulcan to its shoulder to replace the loss of its right arm. Some Boomers are optimized for Fusion (pg, 110)—these are true monsters.



OLD MODEL COMBAT BOOMER

Older versions of the modern Combat Boomer are comparable in terms of armament and design, but are less powerful overall. With the release of the BU-55C, these outdated models have dropped in price considerably and are now considered "cheap killing machines."

OLD MODEL COMBAT BOOMER

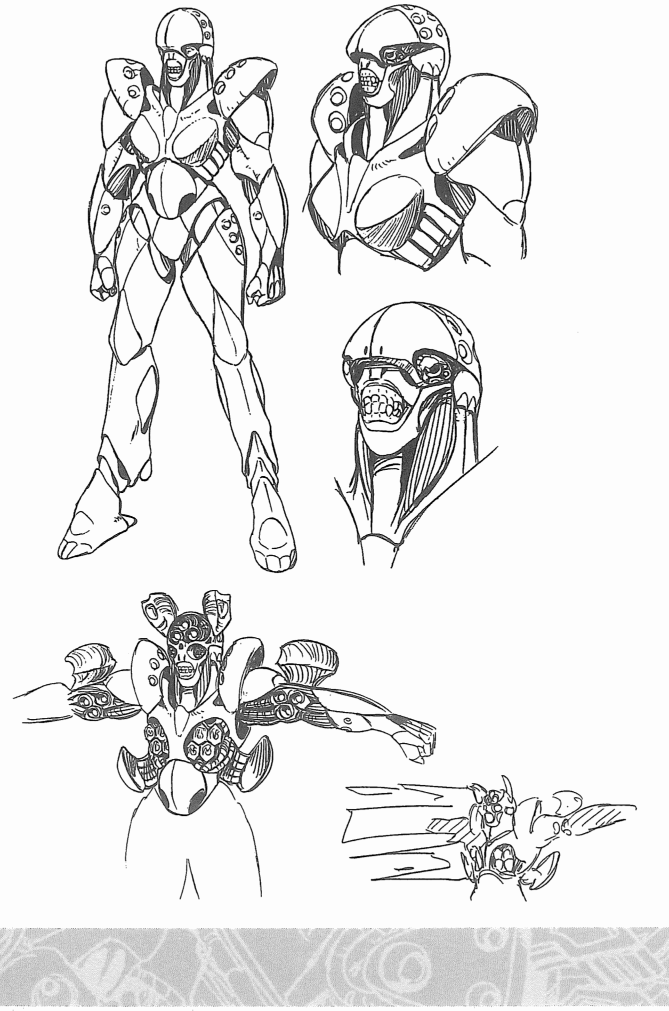
WEIGHT	700kg	TYPE	Combat
ARMOR	0.6K = 30PD	RUNNING	18 (54kph)
STRUCTURE	1.2K = 60SDP	FLY/SKIM	8 (126kph); 2/∞

REF	6	INT	3	AI RATING	Level 5
DEX	6	PERS	6	SKILLS	+5
STR	10	WILL	5	BODY	12
MOVE	18	TECH	4	RECOVERY	20/t

WEAPONS	WA	RNG	DMG	LOC	SPECIAL NOTES
HAND-TO-HAND	+0	-	10D6*	RA, LA	*i.e., 0.7K Killing.
BLADE WEAPON	+0	-	1.0K	Arm	Weapon style varies.
MOUTH LASER	+0	700m	1.2K	Head	-

SUBSYSTEMS

- Flightjets in calves and back & Scrambled radio with 50km range.
- Shieldable optics with targeting & lowlight functions.
- Human disguise function; must rip out of disguise in order to deploy weapons and equipment; Perception vs 20 to detect.
- Limited Fusion ability: Can absorb, control and animate 175kg of mechanical material.



FEMALE COMBAT BOOMER

Designed to disguise itself as the more compact shape of a female, this type of Combat Boomer's speed is superior to the BU-55C to offset its lesser armor. Its AI is slightly better as well, and the lack of a laser cannon in its mouth is made up for with a high-powered heat cannon.

FEMALE COMBAT BOOMER

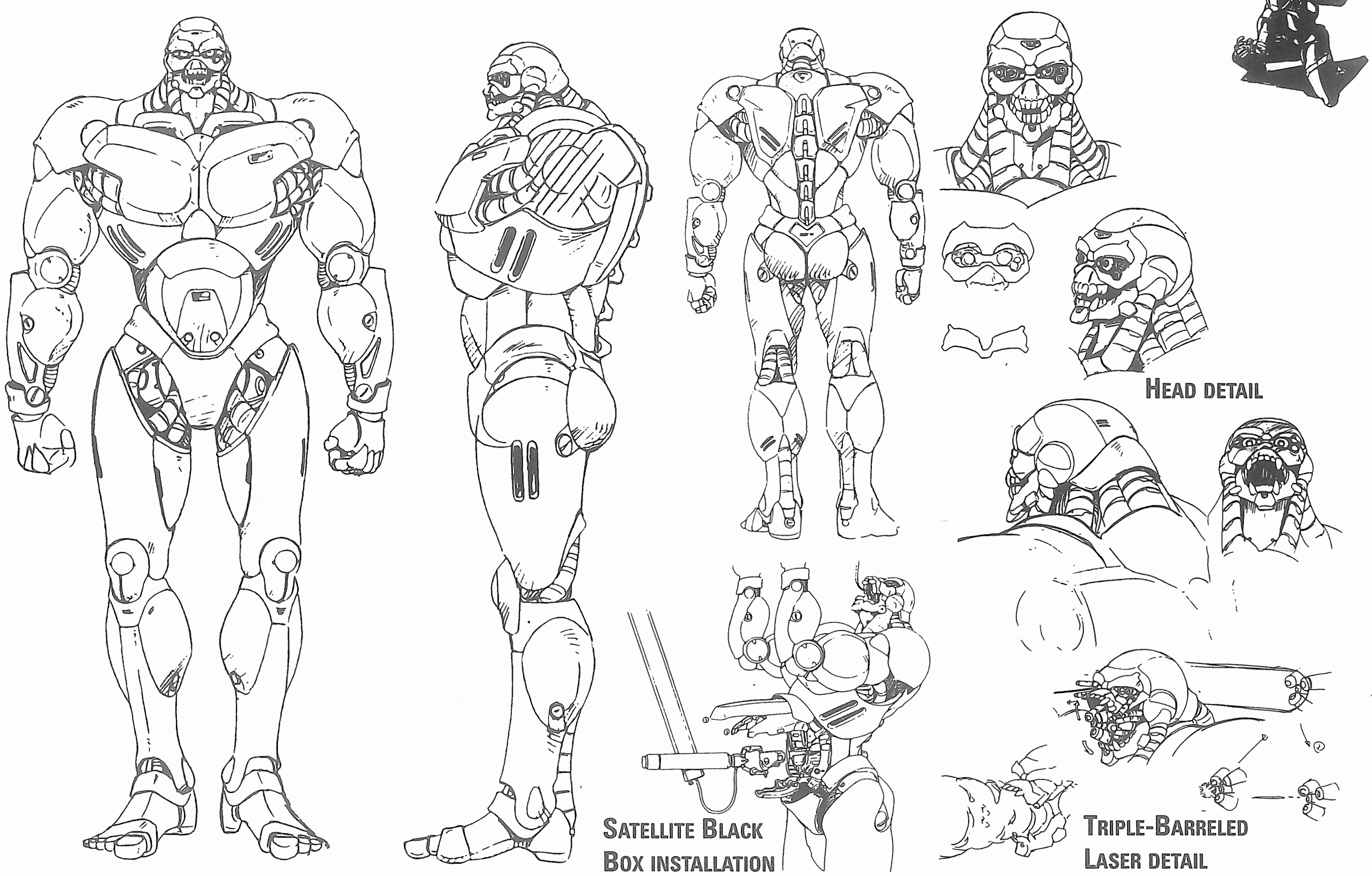
WEIGHT	500kg	TYPE	Combat
ARMOR	0.8K = 40PD	RUNNING	30 (90kph)
STRUCTURE	1.2K = 60SDP	FLY/SKIM	10 (162kph); 3/∞

REF	6	INT	4	AI RATING	Level 6
DEX	7	PERS	7	SKILLS	+6
STR	10	WILL	6	BODY	12
MOVE	30	TECH	5	RECOVERY	20/t

WEAPONS	WA	RNG	DMG	LOC	SPECIAL NOTES
HAND-TO-HAND	+0	-	10D6*	RA, LA	*i.e., 0.7K Killing.
BLADE WEAPON	+0	-	1.0K	Arm	Weapon style varies.
HEAT CANNON	+3	777m	1.5K*	All	*3m area, 1t warm-up.

SUBSYSTEMS

- Flightjets in calves and back & Scrambled radio with 100km range.
- Shieldable optics with targeting & IR & lowlight functions.
- Human disguise function; must rip out of disguise in order to deploy weapons and equipment; Perception vs 20 to detect.
- Limited Fusion ability: Can absorb, control and animate 125kg of mechanical material.


HEAD DETAIL
SATELLITE BLACK BOX INSTALLATION
TRIPLE-BARRELED LASER DETAIL

BU-99CX1 SUPERBOOMER

WEIGHT	1754kg	TYPE	Experimental		
ARMOR	1.8K = 90PD	RUNNING	28 (84kph)		
STRUCTURE	2.2K = 110SDP	FLY/SKIM	12 (192kph); 3/∞		
REF	5	INT	2	AI RATING	Level 5
DEX	5	PERS	9	SKILLS	+5*
STR	14	WILL	7	BODY	22
MOVE	28	TECH	2	RECOVERY	28/t

WEAPONS	WA	RNG	DMG	LOC	SPECIAL NOTES
HAND-TO-HAND	+0	-	1.0K*	RA, LA	*i.e., 14D6 Killing.
MOUTH LASER	+0	1000m	2.4K	Head	ROF=9.

SUBSYSTEMS

- Flightjets in calves and back.
- Shieldable optics with targeting, lowlight and IR functions.
- Scrambled radio with orbital range.
- No human disguise function.
- Advanced Fusion ability: Can absorb, control and animate 17,540kg of mechanical material.
- USSD Killer Satellite Black Box: Using the USSD's satellites, the SuperBoomer can deliver anywhere from 1~100K with enough accuracy to affect anything from a single person to an area with a 1000m radius! Accuracy is assured… Unless the SuperBoomer is under the effects of ECM, in which case each Rank of ECM incurs a 10% chance of a miss (thus, Nene's Rank-6 ECM makes the attack only 40% reliable).

▼BU-99CX1 SUPERBOOMER

The USSD has long been ahead of Genom in developing tuning systems for satellite weaponry. For the past few years, Genom's research centers in Kawasaki's industrial regions also focused on developing Boomers with satellite-tuning capabilities, but numerous accidents led to the closure of these facilities. Still, the research continued inside Genom Tower itself, with Brian J. Mason overseeing the project. The scheming Mason quickly made sure that accidents occurred during the power-testing stage, ensuring that the project be officially closed. He was then free to transfer the project covertly back to the Kawasaki area, where it continued under his personal supervision—and to serve his own agenda.

After the catastrophe at Aqua City, Mason sent his Boomer women to retrieve Cynthia's black box (housed in the back of her head). This processor unit, which contained the codes for accessing the USSD's killer satellites, was implanted in the abdomen of the SuperBoomer, which had been designed to synchronize *all* the USSD's satellites under one control system—itself. The SuperBoomer became the ultimate Cyberdroid, and the key to Mason's plans. Fortunately, the Knight Sabers were able to destroy this monster (along with most of the Kawasaki facility) just as it was being deployed. *Un*fortunately, that was not the end of the SuperBoomers, as was revealed when Largo appeared …

Aside from its satellite-control ability, the SuperBoomer had exceptional armor and power (its HGT42 engine boasts 1700 horsepower) and its high-energy mouth-laser fired from three lenses—the lasers converged into a single full-auto beam. Overall height was 2.35m, weight was 1.754 tons, and maximum speed was 84kph running, 192kph flying.

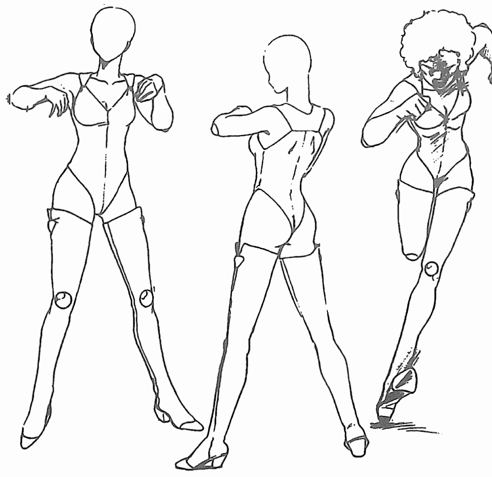
ASSASSIN #1

ASSASSIN #2

MASON'S BODYGUARD BOOMER

ASSASSIN #3

ASSASSIN #1



BATTLE BODYSUITS

▼BOOMER WOMEN (C-SERIES)

Designed by Genom as infiltration, espionage, and bodyguard androids, Boomer Women are endoskeletory models, not disguised mecha-beings. They can't change into a "full Boomer" form, but even so their combat performance is rather high compared to previous Android types. This is because, unlike other Boomers, these Cyberdroids use finesse rather than power to defeat their enemies. They have several subterfuge-oriented abilities (such as lip-reading), and their self-restoring repair functions have been enhanced for use in assassinations—by cloning the molecules in their fingernails, Boomer Women can grow sharp claws and run energy through them or even fire them off like crossbow bolts. Since these Androids have no armored exoskeleton, their skin is woven with an antiballistic and laser-refractive mesh. Although Boomer Women look and feel like human beings on the surface, they're *much* tougher where it counts.

Mason's trio of Boomer Women wore the same uniform while on duty, a form of woman's business suit, but in combat, they wore bodysuits with gaps at the joints. These gaps allow the androids to use their built-in weaponry: High-voltage shock caps are housed in the steel contact plates on each knee and elbow. Still, these Boomers are heavily style-oriented and choose the appropriate attire for any duty; for the assassination of Irene Can (Chang), a stylish Italian red ensemble served nicely.

BOOMER WOMAN

WEIGHT	200kg	TYPE	Android
ARMOR	0.6K = 30PD	RUNNING	MOVE 10
STRUCTURE	1.2K = 60SDP	FLY/SKIM	-

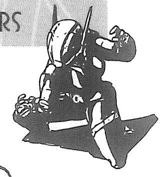
REF	7	INT	6	AI RATING	Level 7
DEX	8	PERS	8	SKILLS	+7*
STR	9	WILL	8	BODY	12
MOVE	10	TECH	5	RECOVERY	18/day

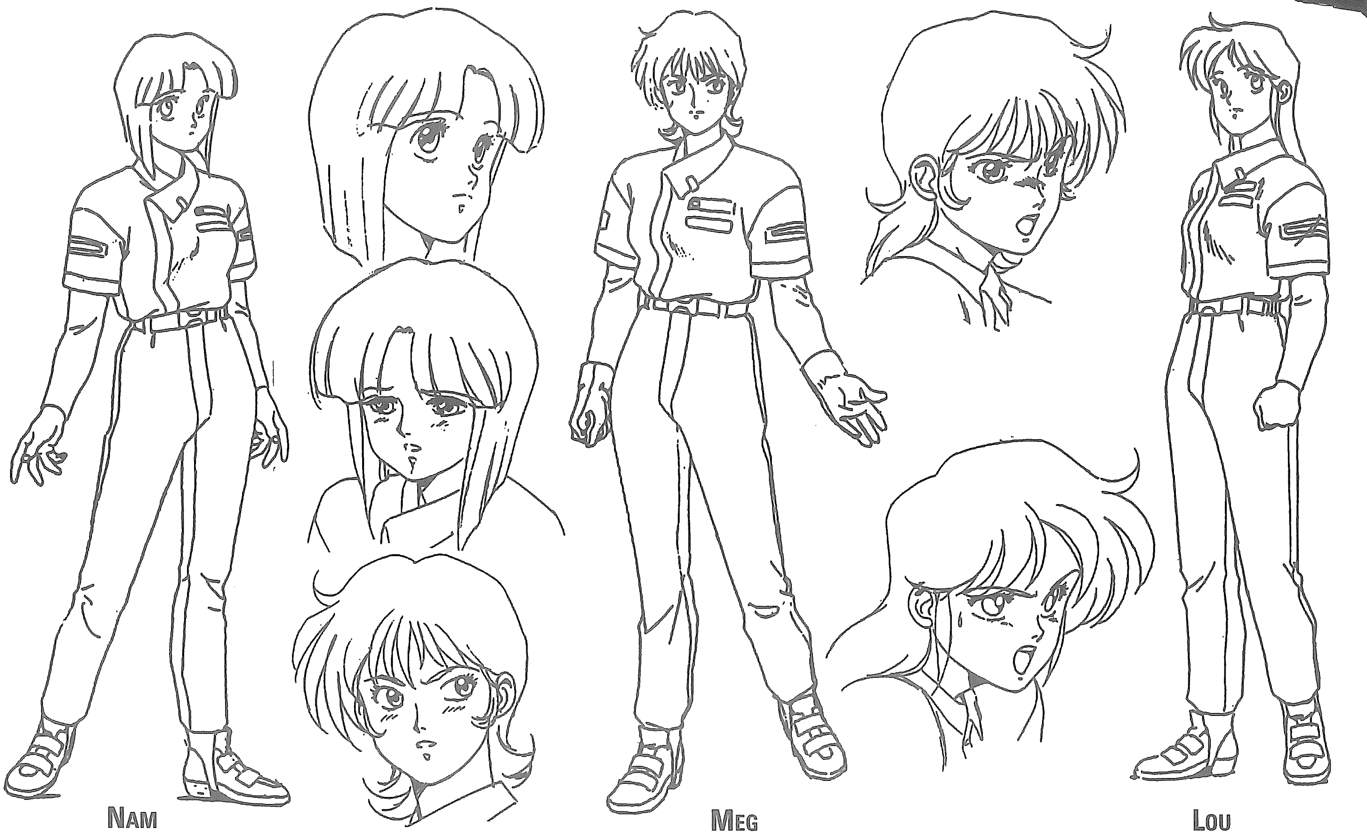
WEAPONS	WA	RNG	DMG	LOC	SPECIAL NOTES
HAND-TO-HAND	+0	-	9D6*	RA, LA	*i.e., 0.6K Killing.
ENERGY NAILS	+1	-	1.2K*	RA, LA	*-0.4K PD.
FIRED NAILS	+0	700m	1.2K	RA, LA	ROF=5, 10 bursts/hand.
SHOCK PLATES	+0	-	10D6*	As, Ls	*i.e., 0.7K +Shock.

SUBSYSTEMS

- Targeting, lowlight and infrared vision.
- Scrambled radio with 100km range.
- Organically-based human appearance; does not need to (indeed, cannot) rip out of human visage.
- Effectively no Fusion ability and organic "cloning" functions limit regeneration to a REC of 18 per day (not turn).

*Relevant Skills include: *Perception, Persuasion, Hand-to-Hand, Athletics, Firearms, Melee, Stealth, Driving, Lip Reading.*





BU-33S SEXAROID

WEIGHT	45~60kg	TYPE	Android		
ARMOR	-	RUNNING	MOVE 6		
STRUCTURE	0.6K = 30SDP	FLY/SKIM	-		
REF	7*	INT	7*	AI RATING	Level 7
DEX	7*	PERS	7*	SKILLS	+7*
STR	3	WILL	7*	BODY	6
MOVE	6	TECH	7*	RECOVERY	6/day

SUBSYSTEMS

- Mesmerizing optics: Roll Sexaroid's Will + Persuasion vs target's Will + Concentration, with success of the Sexaroid rendering the target either aroused or unconscious (Sexaroid's choice).
- Completely maintenance-free organic systems with human appearance; does not need to (indeed, cannot) rip out of human visage.
- Effectively no Fusion ability and organic "cloning" functions limit regeneration to a REC of 6 per day (not turn).

*Level 7 AI grants a pool of 42 Points to be distributed among REF, DEX, INT, PRE, WILL & TECH; On the average, each Stat will come out to approximately 7. Relevant Skills include: *Perception, Athletics, Persuasion, Driving, Wardrobe & Style, Pilot (choose one type of vehicle),* etc., but Sexaroids, like any Boomer, can learn new skills in the normal way up to a maximum level of +7.

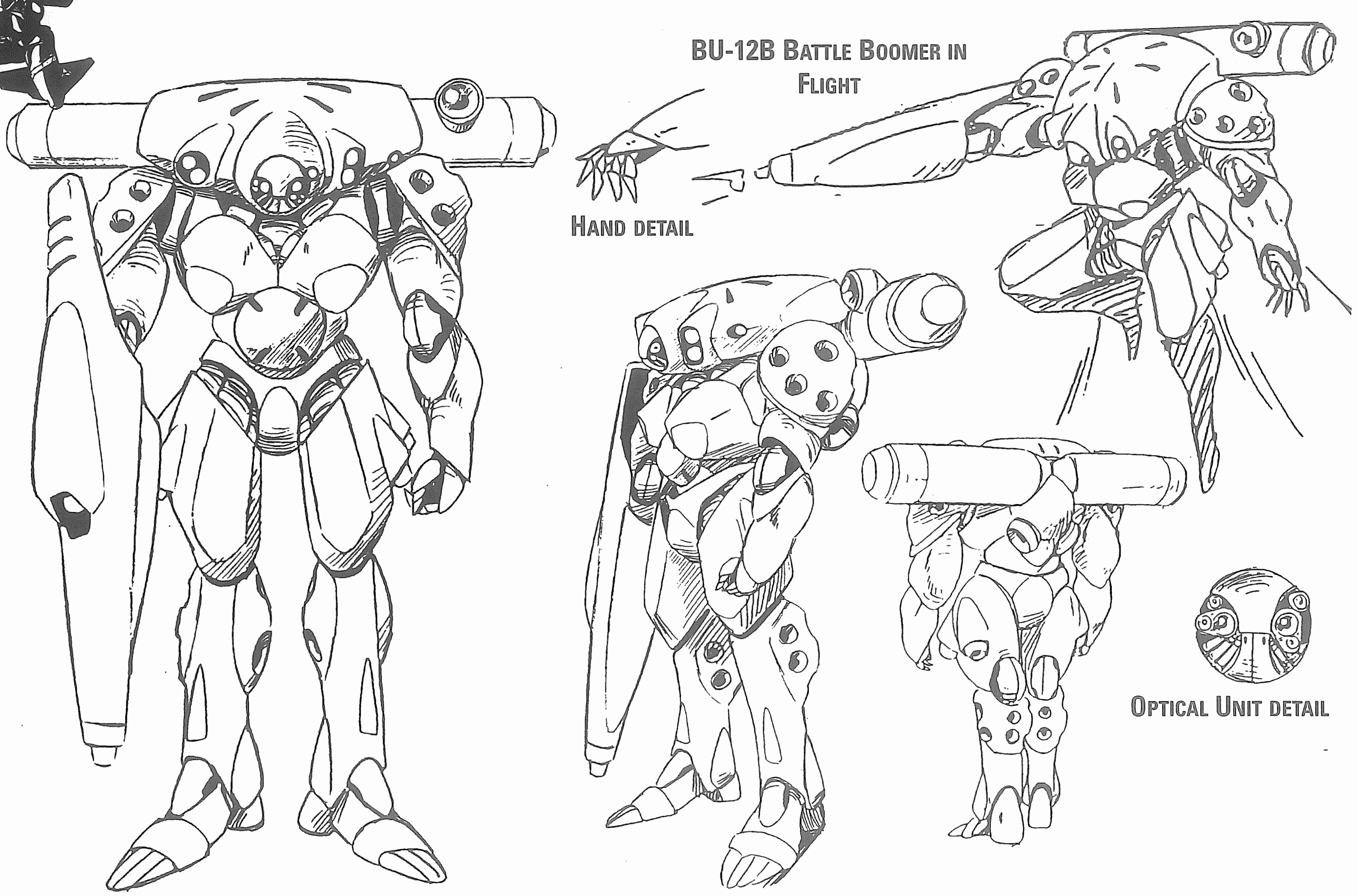
▼BU-33S SEXAROID

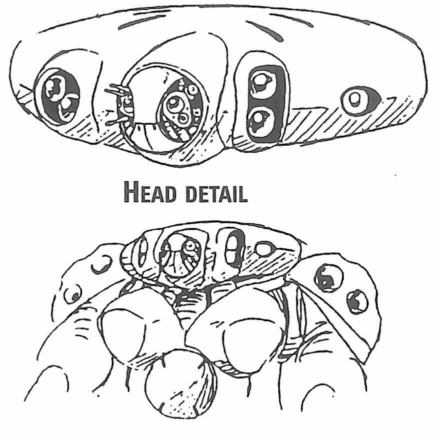
The manufacture of Boomers for sex is illegal, so they are the exclusive property of the rich and powerful (illegality just increases the price). Even so, the 33-S types are less common still; they were discontinued because they share some common internal systems with C-Class Boomers and lend themselves to easy synchronization wih superweapons.

Sexaroids are often manufactured to suit specific tastes, but all of them are exceptionally pretty and have bodies to die for (male units are made as well). The AIs of Sexaroids are highly advanced Model 11s and the units appear so completely human that they could even pass a cursory medical examination. In fact, of all Boomers, the Sexaroids' status as machines is the most open to debate.

Sexaroids are maintenance-free thanks to their circulatory system (which uses an artificial blood supply). Sylvie was forced to drain blood from people in order to maintain Anri's damaged systems. The datadisc she so coveted contained information about how a 33-S could correct this problem (Genom researchers are always at work . . .). Sylvie found her Sexaroid ability to mesmerize people through eye-to-eye contact (originally designed to enhance sexual stimulation) to be of great help in the real world, even lthough mere sunglasses can block the effect. These mesmerism and super-synchro abilities make rogue Sexaroids quite dangerous.

The danger of mixing 33-Ss and superweapons was demonstrated by the D.D.: When Sylvie's fatal (to humans) wounds merely rendered her (a Boomer) temporarily non-operational, the D.D. assumed she was dead and engaged the J-1. When Sylvie regained consciousness, the J-1 found a (supposedly new) fully compatible operating system in the D.D.'s cockpit: her brain. Taking the most efficient action possible, it synchronized with her for superior control of the Battlemover. Hence Priss had to shoot Sylvie—since the J-1 had synchronized with her, that was the only way to deactivate its micro-neutron bomb. The entire tragedy was impossible to predict, and could only have happened with a 33-S in the D.D.'s cockpit.





▼BU-12B BATTLE BOOMER

In the chaotic 2030s, the nations of the world want milspec Boomers so badly that they fight over them; this being the case, Genom is perfectly willing to mass-produce Battle Boomers illegally at their main factories in Japan and export them overseas. While such Cyberdroids are nightmarish in a (relatively) peaceful, modern city such as MegaTokyo, they're highly reliable in the battlefield. The combat potential of one BU-12B is said to be the equivalent to three tanks—Battle Boomers are changing the face of ground warfare, especially in the aid of burdened, under-armed infantry.

Standing 2.2 meters tall, the BU-12B is armed with a 46mm "Bazooka" (railcannon) and quad-barreled 12.7mm Gatling machinecannon. Its armor is Fusion-proof, much like that of the K-12S, and its neural software is much more virus-protected than covert and civilian models. Though it lacks conversational ability, it is highly intelligent within its field—which is combat.

BU-12B BATTLE BOOMER

WEIGHT	1906kg	TYPE	Battle
ARMOR	1.2K = 60PD	RUNNING	12 (36kph)
STRUCTURE	2.0K = 100SDP	FLY/SKIM	8 (126kph); 1/∞

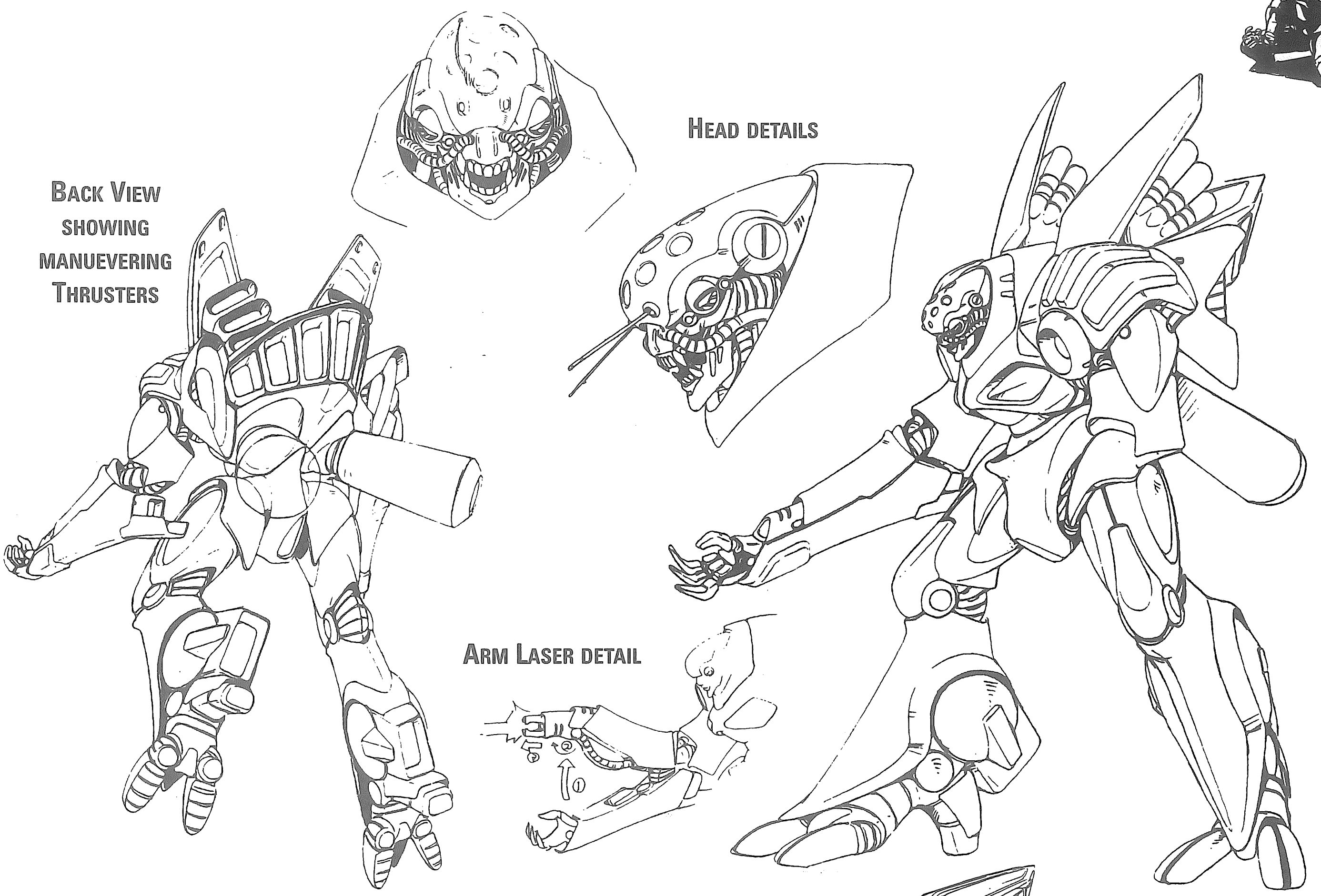
REF	7	INT	3	AI RATING	Level 6
DEX	6	PERS	6	SKILLS	+6*
STR	12	WILL	9	BODY	20
MOVE	12	TECH	5	RECOVERY	20/t

WEAPONS	WA	RNG	DMG	LOC	SPECIAL NOTES
HAND-TO-HAND	+0	-	12D6*	RA, LA	*i.e., 0.9K Killing.
GATLING GUN	+0	375m	10D6	RA	ROF=50, 20 bursts.
"BAZOOKA"	-2	800m	2.8K	RA	12 shots.

SUBSYSTEMS

- Flightjets in thighs and back.
- Twin balancer pods (20h each) mounting backup visual sensors and vernier rockets (if one of these is destroyed, the Boomer can no longer fly/skim effectively).
- Armored optics with targeting, lowlight and IR functions.
- Rank-3 ECM & ECCM suite.
- Scrambled radio with 500km range.
- Limited Fusion ability: Can absorb, control and animate 477kg of mechanical material.

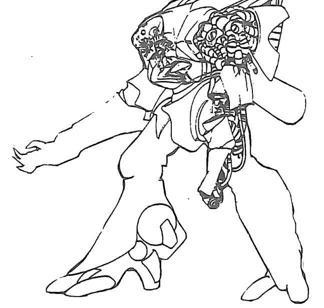
*Relevant Skills include: *Perception, Hand-to-Hand, Athletics, Heavy Weapons, Melee & Demolitions*.



HEAD DETAILS

BACK VIEW SHOWING MANUEVERING THRUSTERS

ARM LASER DETAIL



DAMAGED DOBERMAN WITH SHREDDED SHOULDER AND ARM ARMOR

DOBERMAN

WEIGHT	4703kg	TYPE	Battle
ARMOR	1.2K = 60PD	RUNNING	12 (36kph)
STRUCTURE	3.0K = 150SDP	FLY/SKIM	19 (300kph) ∞

REF	8	INT	1	AI RATING	Level 4
DEX	7	PERS	3	SKILLS	+4*
STR	13	WILL	4	BODY	30
MOVE	12	TECH	1	RECOVERY	26/t

WEAPONS	WA	RNG	DMG	LOC	SPECIAL NOTES
HAND-TO-HAND	+0	-	13D6*	RA, LA	*i.e., 0.9K Killing.
MOUTH LASER	+0	900m	2.0K	Head	-.
LASER MG	+1	777m	1.5K	RA	ROF=12.
LASER MG	+1	777m	1.5K	LA	ROF=12.

SUBSYSTEMS

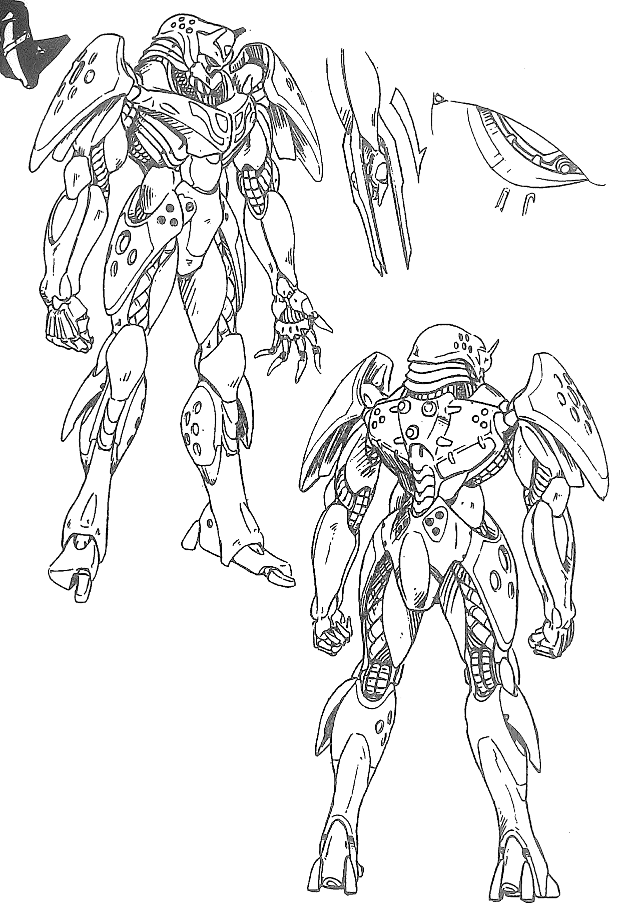
- Conformable thruster slits on back.
- Twin external fuel tanks for long-range space patrols.
- Shieldable optics with targeting, lowlight and IR functions.
- Rank-3 ECCM suite.
- Scrambled radio with 1000km range.
- Limited Fusion ability: Can absorb, control and animate 1176kg of mechanical material.

*Relevant Skills include: *Perception, Hand-to-Hand, Athletics, Firearms, Melee & Heavy Weapons.*

▼DOBERMAN

This is a powerful space-combat Boomer which is commonly used to safeguard lunar bases and space stations such as Genaros (in fact, SDPC is the #1 purchaser of Dobermans). Like almost all Combat Boomers, the Doberman is armed with a laser cannon in its mouth and each arm houses a fold-out rapid-fire laser gun. To facilitate zero-G combat (both inside *and* outside of a station), the Doberman is equipped with an internal gyro system and maneuvers by way of ducted thruster slits. Its ultra-solid outer armor is composed of high-density Abotex, protecting it against the elevated damage capabilities of most orbital combat weapons (such as high-energy lasers and particle accelerators). It is also quite large, standing approximately 4m tall.

In terms of processing power, a Doberman's brain is relatively weak—its intelligence level is similar to that of a dog. In essence, it is programmed to savagely attack anything that doesn't broadcast a valid IFF code. For this reason, Dobermans aren't used for patrol and security; they're usually kept "locked up" and are released only when an enemy has already been located. After completing their mission, they are then remotely directed back to their "kennels."



▼HYPERBOOMER LEADER

This double-horned, red and blue HyperBoomer was produced along with its brethren while Largo controlled GPCC as part of his plan to discredit the Knight Sabers. As the leader of the HyperBoomer team, its AI is the most intelligent of the three, and it disguised itself as Priss's Hardsuit (in an extreme example of its expansion/compaction capabilities). Its body was specially designed and tuned up for hand-to-hand combat, so it's armed with a triple-bladed sword array which deploys from the forearm. Combined with its incredible speed, this HyperBoomer could actually toy with an enemy—even Sylia.

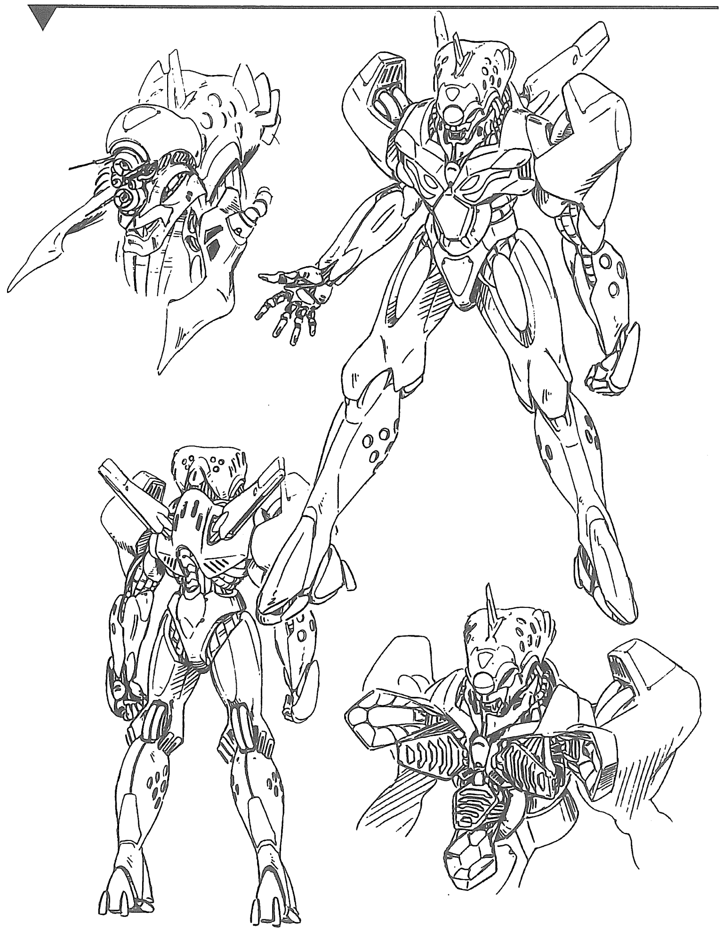
HYPERBOOMER LEADER

WEIGHT	695kg	TYPE	Experimental
ARMOR	1.4K = 70PD	RUNNING	30 (90kph)
STRUCTURE	1.4K = 70SDP	FLY/SKIM	11 (180kph) 2/∞

REF	8	INT	7	AI RATING	Level 8
DEX	9	PERS	8	SKILLS	+8
STR	14	WILL	9	BODY	14
MOVE	30	TECH	7	RECOVERY	28/t

WEAPONS	WA	RNG	DMG	LOC	SPECIAL NOTES
HAND-TO-HAND	+0	-	14D6*	RA, LA	*i.e., 1.0K Killing.
MOUTH LASER	+0	1000m	2.5K	Head	-
TRI-BLADE X2	+1	-	1.8K	RA, LA	Can use either one.

SUBSYSTEMS: Flightjets, Optics with targeting, lowlight and IR functions; Rank-7 ECCM, Scrambled radio (150km); Limited Fusion ability: Absorb & control 174kg of material; Disguise function can be set to imitate humans or hardsuits.



▼HYPERBOOMER

This red, single-horned HyperBoomer was the firepower-oriented model of Largo's team. Disguised as Sylia's Hardsuit, this one spearheaded the theft of a shipment of prototype Combat Boomers as part of Largo's plan to challenge the Knight Sabers. Its torso section was equipped with an increased-power thermal ray—this heat cannon's firing mechanism was self-actuated and could accurately track the movements of its target. A high-caliber laser weapon was also installed in the forehead (rather than the mouth). Firing from four lenses, the lasers converged into a beam of formidable destructive power.

HYPERBOOMER

WEIGHT	742.5kg	TYPE	Experimental
ARMOR	1.5K = 75PD	RUNNING	30 (90kph)
STRUCTURE	1.5K = 75SDP	FLY/SKIM	11 (180kph) 2/∞

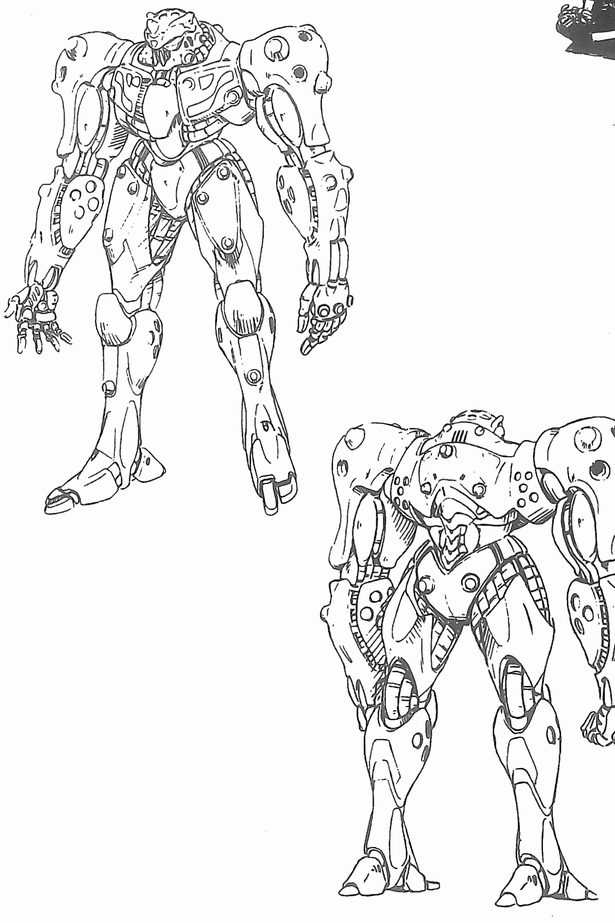
REF	9	INT	6	AI RATING	Level 7
DEX	7	PERS	7	SKILLS	+7
STR	15	WILL	8	BODY	15
MOVE	30	TECH	5	RECOVERY	30/t

WEAPONS	WA	RNG	DMG	LOC	SPECIAL NOTES
HAND-TO-HAND	+0	-	15D6*	RA, LA	*i.e., 2.0K Killing.
HEAD LASER	+0	950m	3.0K	Head	-
HEAT CANNON	+3	777m	1.5K*	RA, LA	*3m area effect.

SUBSYSTEMS: Flightjets; Optics with targeting, lowlight and IR functions; Rank-7 ECCM, Scrambled radio (150km); Limited Fusion ability: Absorb & control 186kg of material; Disguise function can be set to imitate humans or hardsuits.

▼HEAVY HYPERBOOMER

This blue, triple-horned HyperBoomer was the heavyweight-class model which disguised itself as Linna's Hardsuit. It possessed such high combat capabilities that it could take its time while fighting with Priss, almost savoring the moment. Next to its mighty musculature, its most powerful weapon was the gravity cannon fired from its chest—its shockwaves could mercilessly thrash any opponent, be it a Motorslave or a Hardsuited vigilante. As the brute of the HyperBoomer team, its AI was the least advanced of the three, making it about as intelligent as a dim human.



HEAVY HYPERBOOMER

WEIGHT	790kg	TYPE	Experimental
ARMOR	1.6K = 80PD	RUNNING	30 (90kph)
STRUCTURE	1.6K = 80SDP	FLY/SKIM	11 (180kph) 2/∞

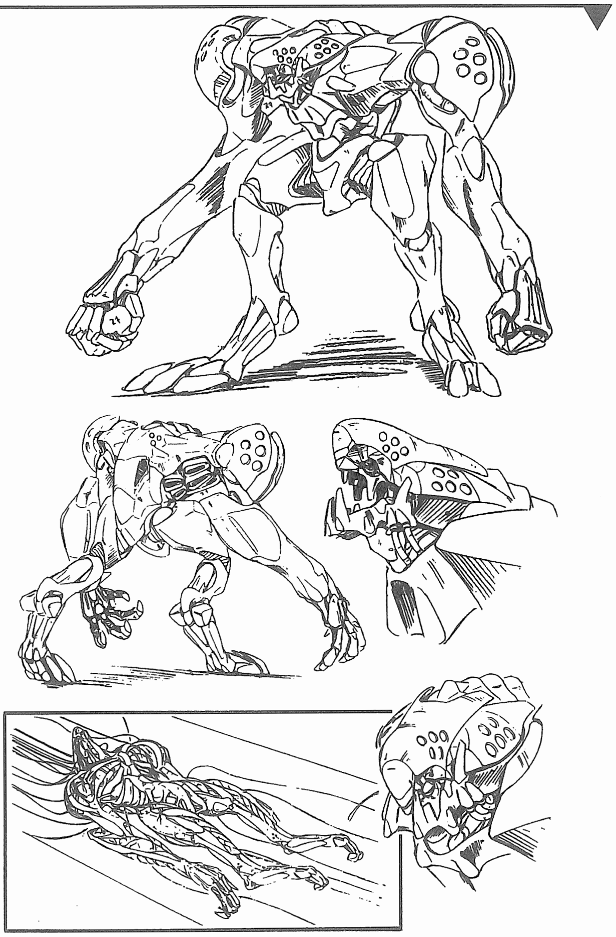
REF	7	INT	5	AI RATING	Level 6
DEX	8	PERS	6	SKILLS	+6
STR	16	WILL	7	BODY	16
MOVE	30	TECH	3	RECOVERY	32/t

WEAPONS	WA	RNG	DMG	LOC	SPECIAL NOTES
HAND-TO-HAND	+0	-	3.0K*	RA, LA	*i.e., 16D6 Killing.
MOUTH LASER	+0	1000m	2.5K	Head	-
GRAVITY GUN	+1	900m	2.0K*	Torso	*Kill, or 15D6 Stun.

SUBSYSTEMS: Jumpjets in torso; Optics with targeting, lowlight and IR functions; Rank-7 ECCM, Scrambled radio (150km); Limited Fusion ability: Absorb & control 198kg of material; Disguise function can be set to imitate humans or hardsuits.

▼BOOMER GIANT

This new Boomer was built by Genom in cooperation with Gulf & Bradley as a Frontline Morale Destroyer—each company invested 50% of the capital and all patents are joint property. G&B developed the endoskeleton and motive power systems, while Genom designed the armor and weapons systems. To increase its potential output power, it's much bigger than usual Boomers, and its fearsome appearance is entirely deliberate; strength and ugliness go hand-in-hand for this modern-day Frankenstein's Monster, which is expected to sell even better than the BU-55C.



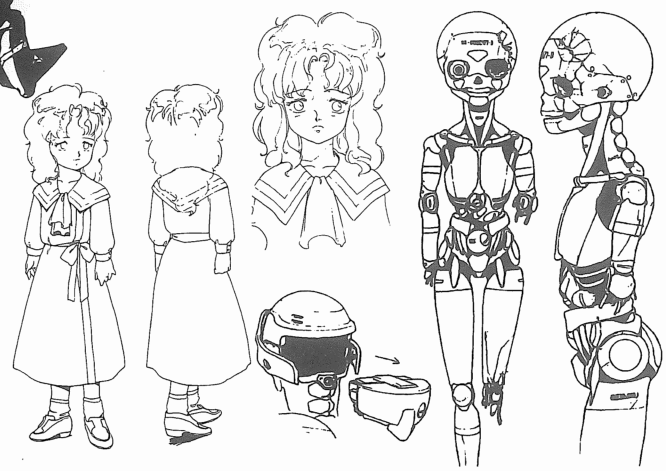
BOOMER GIANT

WEIGHT	7801kg	TYPE	Experimental
ARMOR	2.2K = 110PD	RUNNING	30 (90kph)
STRUCTURE	4.0K = 200SDP	JUMPJETS	50m

REF	7	INT	1	AI RATING	Level 4
DEX	7	PERS	3	SKILLS	+4
STR	16	WILL	5	BODY	40
MOVE	30	TECH	1	RECOVERY	32/day

WEAPONS	WA	RNG	DMG	LOC	SPECIAL NOTES
CLAWS	+0	-	3.0K*	RA, LA	*i.e., 3.0K.

SUBSYSTEMS: Jumpjets in torso; Optics with targeting, lowlight and IR functions; Rank-2 ECCM, Scrambled radio (300km); Biological construction; no Fusion ability, and regeneration is 32 Hits per day, not turn. Note: Human-size attackers can make called shots to chinks in the armor at -4; success results in attacks which bypass armor completely.



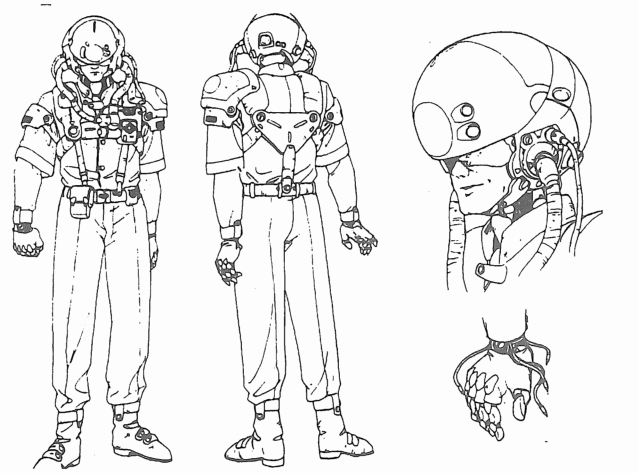
▼KILLER DOLL

Fearing Genom's ever-expanding military-industrial influnce, the USSD sought to create superior, if more subtle, Boomers. Cynthia was the prototype Killer Doll—shaped like a little girl, this Boomer's AI was directly linked to the laser satellite above MegaTokyo. With its innocent appearance, this walking sighting device could pass unnoticed, infiltrate sensitive areas and feed what it saw to the satellite (granting enough targeting precision to hit individual people). Genom "kidnapped" Cynthia to aid its ambitions, but Cynthia, at first unsure of her identity, chose death once she realized what she was.

33KG; EXPERIMENTAL TYPE; AI LEVEL = 5

INT 7, TECH 7, WILL 3, PRE 3, REF 5, DEX 5, STR 1, BOD 3, MOVE 2.

Skills: +5, Hits: 15SDP, REC: 2/t, Hand-to-Hand: 1D6, Systems: Targeting optics, human appearance, scrambled radio (orbital), USSD Black Box.



▼POLICE BOOMER

These security Boomers don't change into full Boomer form—they're designed as Mannequin-types for better dealings with humans. They have no built-in weapons, but they can interface with their equipment through control cables in their wrists. These connectors grant the Police Boomer superior control of its vehicles and weapons. SDPC's stations (such as Genaros) have large complements of Police Boomers.

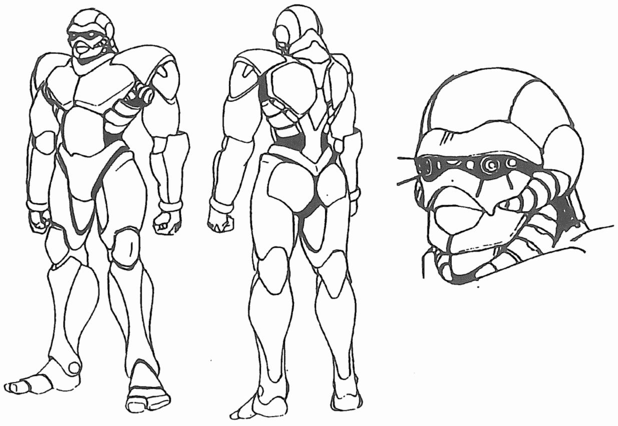
245KG; MANNEQUIN-TYPE; AI LEVEL = 5

INT 5, TECH 3, WILL 4, PRE 6, REF 6, DEX 6, STR 4, BOD 8, MOVE 4.

All relevant Skills +5.

Armor = 10PD, Hits = 40SDP, REC = 8/t, Hand-to-Hand = 4D6.

Systems: Optics with targeting & IR & camera, scrambled radio (50km), Interface cables.



▼GENERIC BOOMER

Ebisu Mechatronics mass-produces these Cyberdroids for general labor purposes. Dr. Miriam devloped their power boosters, which have increased their performance ratings and made them strong sellers. Each is 180cm tall.

310KG; LABOR-TYPE; AI LEVEL = 4

INT 2, TECH 6, WILL 3, PRE 2, REF 6, DEX 5, STR 6, BOD 10, MOVE 18.

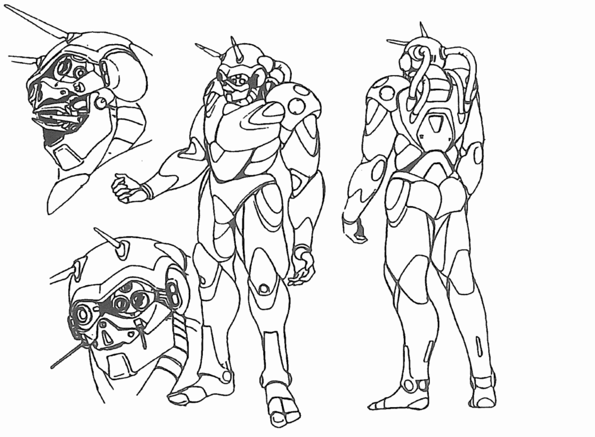
All relevant Skills +4.

Armor = 15PD, Hits = 50SDP, REC = 12/t.

Hand-to-Hand = 6D6.

Systems: Optics with lowlight & IR, radio (10km).

Note: Miriam's power booster doubles internal battery life and keeps STR at 6 instead of 4.



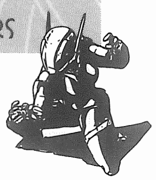
▼MIRIAM SCOUT BOOMER

Once generic Ebisu Boomers, Dr. Miriam remodeled these to assess the Knight Sabers' abilites. Since a generic Boomer has to be massively boosted to become a Combat type, large pipes protrude from these unit's exteriors. These Boomers were used essentially as guinea pigs, intended to die so Miriam could gather information on the Knight Sabers—a sad purpose for existence indeed …

535KG; COMBAT-TYPE; AI LEVEL = 4

INT 2, TECH 3, WILL 2, PRE 3, REF 7, DEX 7, STR 8, BOD 10, MOVE 24.

Skills +4, Armor = 50PD/1.0K, Hits = 50SDP/1.0K, REC = 16/t, Hand-to-Hand = 8D6, Jump = (1). Systems: Long-range optics with targeting, lowlight, IR & analyzer functions, scrambled radio (100km). Weapon: Mouth Laser (+0WA, Range 750m, 1.5K Damage).



▼MERIAM'S STRIKE-BOOMER

A further-modified version of Ebisu's generic Boomer, Dr. Miriam retrofitted this Combat-type to destroy Sylia. It was armed with an array of telscoping spikes on its head and shoulders for impaling its enemies.

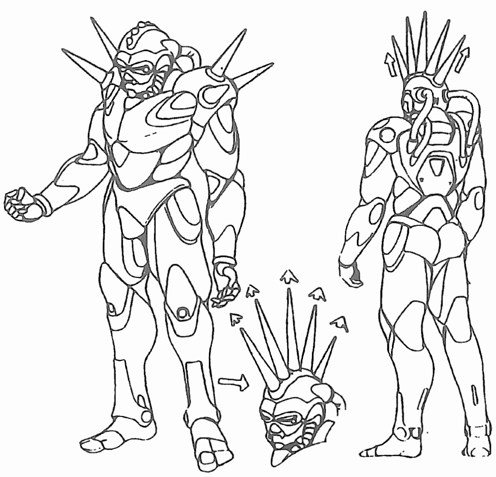
590KG; COMBAT-TYPE; AI LEVEL = 5

INT 2, TECH 3, WILL 4, PRE 5, REF 8, DEX 8, STR 8, BOD 10, MOVE 24. All relevant Skills +5.

Armor = 50PD/1.0K, Hits = 50SDP/1.0K, REC = 16/t, Hand-to-Hand = 8D6, Jump = 50m.

Systems: Shieldable optics with targeting, lowlight, & IR functions, scrambled radio (100km), Human disguise ability.

Weapons: Mouth Laser (+0WA, Range 900m, 2.0K Damage), Telescoping Ram Spikes (+1 WA, 1.2K Damage, usually used with a Moving Attack).



▼MIRIAM'S HEAVY BOOMER

An almost entirely scratch-built Combat Boomer, Dr. Miriam designed this brute to destroy Priss. Theoretically, its strength, efficiency, and combat ability are superior to the Knight Sabers' old Hardsuits. Priss proved otherwise.

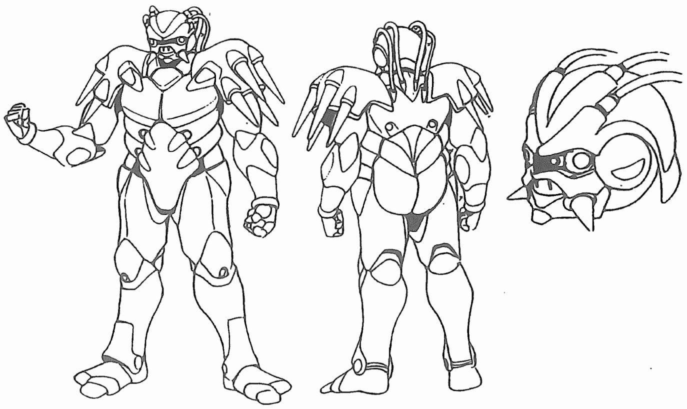
620KG; COMBAT-TYPE; AI LEVEL = 5

INT 2, TECH 3, WILL 4, PRE 5, REF 8, DEX 8, STR 9, BOD 12, MOVE 18. All relevant Skills +5.

Armor = 60PD/1.2K, Hits = 60SDP/1.2K, REC = 18/t, Hand-to-Hand = 9D6, Jump = 175m.

Systems: Shieldable optics with targeting, lowlight, & IR functions, scrambled radio (100km), Human disguise ability.

Weapons: Mouth Laser (+0WA, Range 900m, 2.0K Damage).

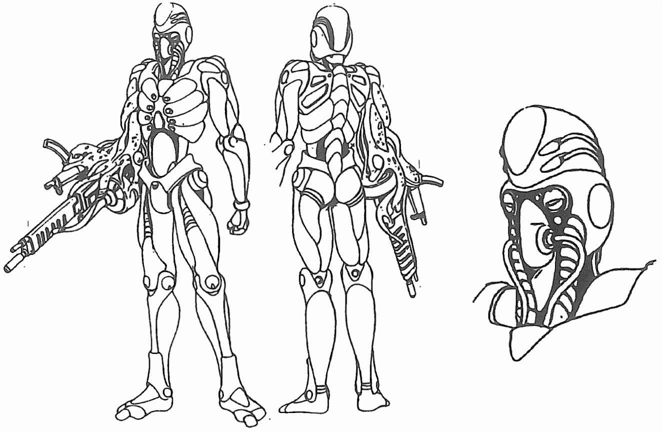


▼MIRIAM ASSAULT BOOMER

Dr. Miriam designed this Boomer with agility and speed in mind, since it was supposed to destroy Linna. It had a limited but effective Fusion ability, and its armament consisted of an assimilated MP-5 submachinegun, assault rifle, and grenade launcher.

448.7KG; COMBAT-TYPE; AI LEVEL = 5

INT 2, TECH 3, WILL 4, PRE 5, REF 7, DEX 9, STR 7, BOD 9, MOVE 30. Skills +5, Armor = 40PD/0.8K, Hits = 45SDP/0.9K, REC = 14/t, Hand-to-Hand = 7D6, Jump = 65m. Systems: Shieldable optics with targeting, lowlight, & IR functions, scrambled radio (100km), Human disguise ability, Limited Fusion ability (can absorb 112kg). Weapons: Fused Submachinegun, Assault Rifle and Grenade Launcher (see individual weapon entries, page 141).



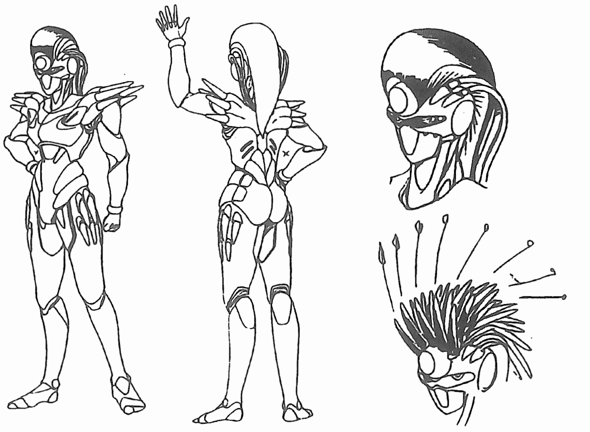
▼MIRIAM COMPUTER-BOOMER

This female-model Boomer was designed with advanced Fusion capability and a host of software viruses and other computer warfare abilities. Built to defeat Nene, it fused with the ADP's computer, taking temporary control of ADP headquarters. It was destroyed by Nene, who created a power surge which fried the Boomer's circuits.

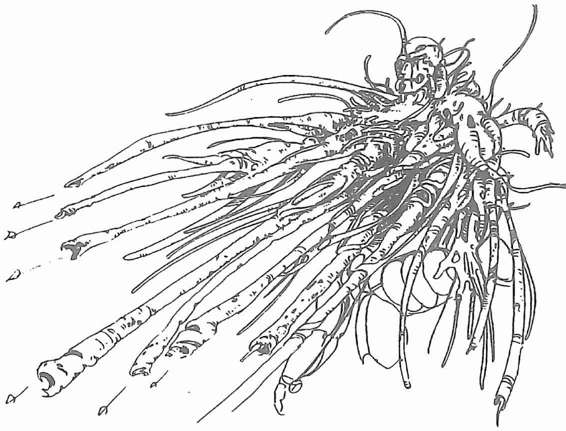
424KG; COMBAT-TYPE; AI LEVEL = 5

INT 9, TECH 4, WILL 4, PRE 4, REF 5, DEX 4, STR 7, BOD 9, MOVE 18. Skills +5, Armor = 35PD/0.7K, Hits = 45SDP/0.9K, REC = 14/t, Hand-to-Hand = 7D6, Jump = 175m. Systems: Shieldable optics with targeting, lowlight, & IR functions, scrambled radio (100km), Human disguise ability, Advanced Fusion ability (can absorb 4240kg).

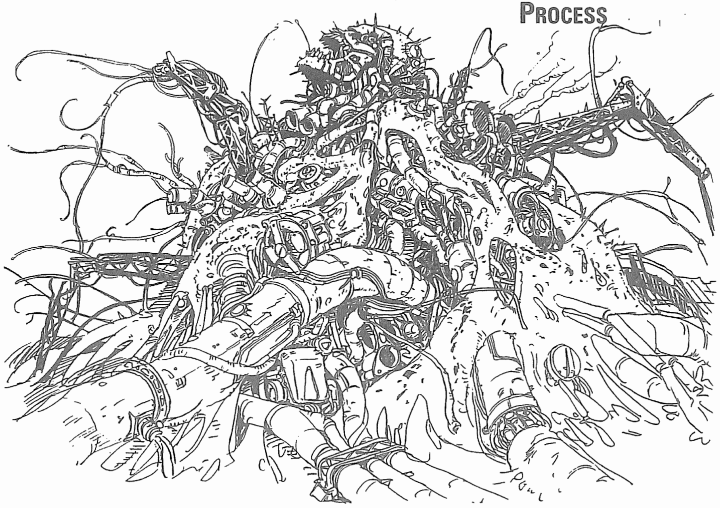
Weapons: Razor Tendrils (-1WA, Range 5m, 10D6AP Damage).



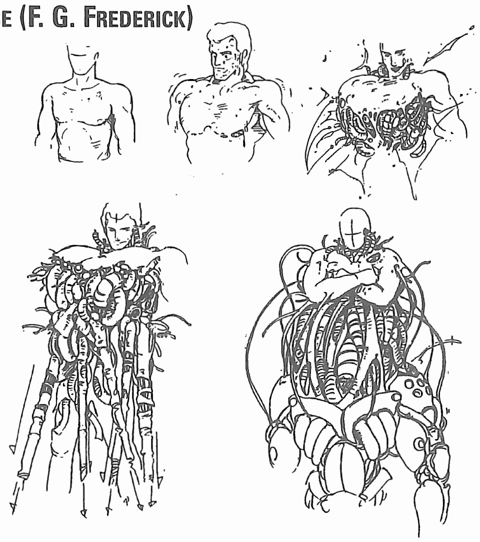
HUMAN GUISE (F. G. FREDERICK)



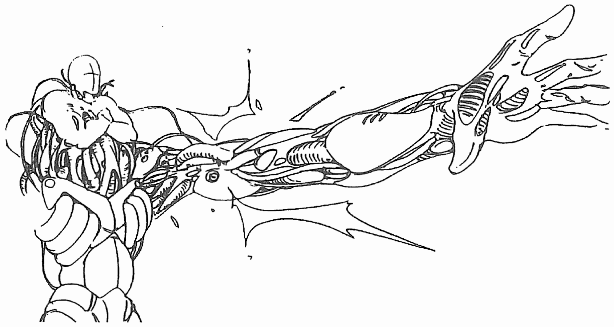
FUSION BOOMER EXPANDING AS IT INTEGRATES WITH AQUA CITY



AQUA CITY TRANSFORMED INTO FREDERICK'S IMAGE DURING THE FUSION PROCESS



FUSOION BOOMER INTEGRATES WITH AN OLDER MODEL COMBAT BOOMER AND TAKES CONTROL OF ITS SYSTEMS



▼FUSION BOOMER

While all Combat Boomers have some Fusion ability, Genom also manufactures a limited number of special "Boomer commandos" whose Fusion abilities are nearly unlimited. Fusion-focused Boomers can merge not only with other Boomers, but can take total physical control of a building or even an entire city! Their fast-bonding armor material is a kind of resin which can merge with almost anything except organic matter. Worse yet, absorbing too much too fast can drive a Fusion Boomer mad, resulting in a gigantic, out-of control abomination. Defeating a Fusion Boomer is difficult, requiring that one penetrate the giant body and destroy the Boomer's brain (usually still encased in its original body). F. G. Frederick was a Fusion Boomer, having fused with Aqua City after abducting Cynthia, and Genom's old headquarters was destroyed by another such Boomer in 2028.

The danger that Fusion Boomers represent has not escaped the authorities and these models are illegal in most countries. Even Genom uses them hesitantly, recognizing their power … and instabilty.

FUSION BOOMER

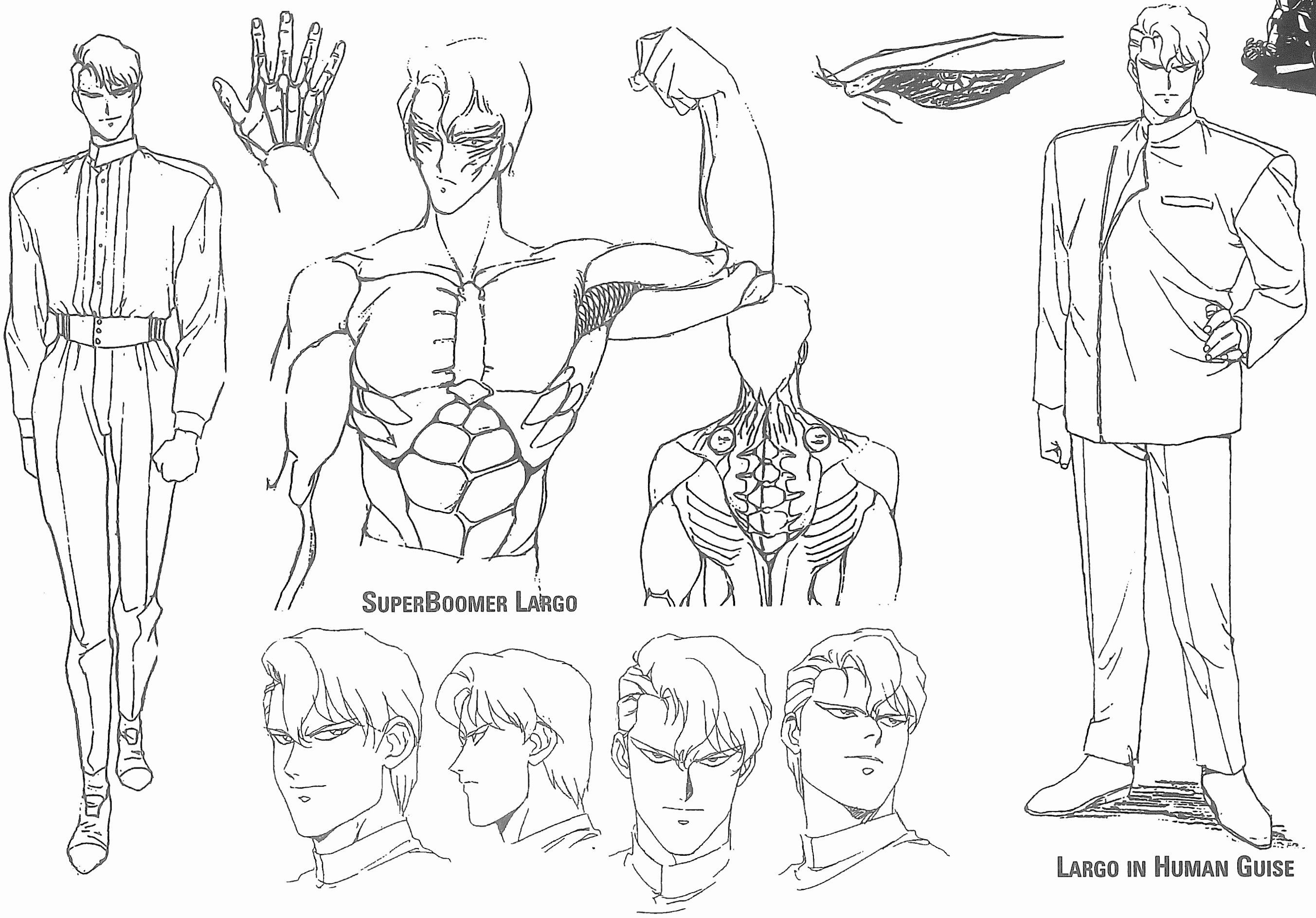
WEIGHT	500kg	TYPE	Combat
ARMOR	0.9K = 45PD	RUNNING	24 (72kph)
STRUCTURE	1.4K = 70SDP	FLY/SKIM	9 (145kph); 2/∞

REF	8	INT	3	AI RATING	Level 6
DEX	8	PERS	7	SKILLS	+6*
STR	11	WILL	6	BODY	14
MOVE	24	TECH	4	RECOVERY	22/t

WEAPONS	WA	RNG	DMG	LOC	SPECIAL NOTES
HAND-TO-HAND	+0	-	11D6*	RA, LA	*i.e., 0.8K Killing.
MOUTH LASER	+0	800m	1.6K	Head	-

SUBSYSTEMS

- Flightjets in calves and back; Shieldable optics with targeting, low-light and IR functions; Scrambled radio with 100km range; Human disguise function; must rip out of disguise in order to deploy weapons and equipment; Perception vs 20 to detect.
- Unlimited Fusion ability: Can fuse with and animate any mechanical material, adding countless tons to its own body. What it fuses with must be considered one complete unit (such as a building, airport or arcology), but it can control any machine which is considered part of the structure with which it fuses. Note that at the core of the fused material will reside the Fusion Boomer's original body, with unchanged SDP.
- *Relevant Skills include: *Perception, Persuasion, Hand-to-Hand, Athletics, Firearms, Melee, & Leadership.*



SUPERBOOMER LARGO

LARGO IN HUMAN GUISE

LARGO

WEIGHT	175.4kg	TYPE	Experimental
ARMOR	1.8K = 90PD	RUNNING	30 (84kph)
STRUCTURE	2.2K = 110SDP	FLY/SKIM	12 (192kph); 3/∞

REF	7	INT	8	AI RATING	N/A
DEX	7	PERS	8	TEMPLATE	Mason
STR	14	WILL	9	BODY	22
MOVE	30	TECH	6	RECOVERY	28/t

WEAPONS	WA	RNG	DMG	LOC	SPECIAL NOTES
HAND-TO-HAND	+0	-	1.0K*	RA, LA	*i.e., 14D6 Killing.
MOUTH LASER	+3	1000m	2.4K	Head	ROF=9.
GRAVITY BLAST	+3	900m	2.0K*	RA, LA	*Kill, or 15D6 Stun.

SUBSYSTEMS: Flightjets in calves and back. • Shieldable optics with targeting, lowlight, IR and Target Analayzer functions. • Scrambled radio with orbital range. • Advanced human disguise function; "morphs" out of disguise in order to deploy weapons and equipment; Perception vs 20 to detect. • Advanced Fusion ability: Can absorb and control 1754kg of mechanical material. • USSD Killer Satellite Black Box: Using the USSD's satellites, largo can deliver anywhere from 1~100K with enough accuracy to affect anything from a single person to an area with a 500km radius! Accuracy is assured, because Largo has Rank-10 ECCM.

SKILLS: Perception +5 • Concentration +7 • Education +8• Persuasion +9 • Social +7 • Local Knowledge +6 • Teaching +5 • Athletics +5 • Hand-to-Hand +5 • Melee +3 • Firearms +3 • Driving +5 • Wardrobe & Style +7 • Espionage +8 • Research +6 • Leadership +6 • Expert: Genom Information +10 •

▼LARGO

SuperBoomer; incapacitated as of mid-2033.

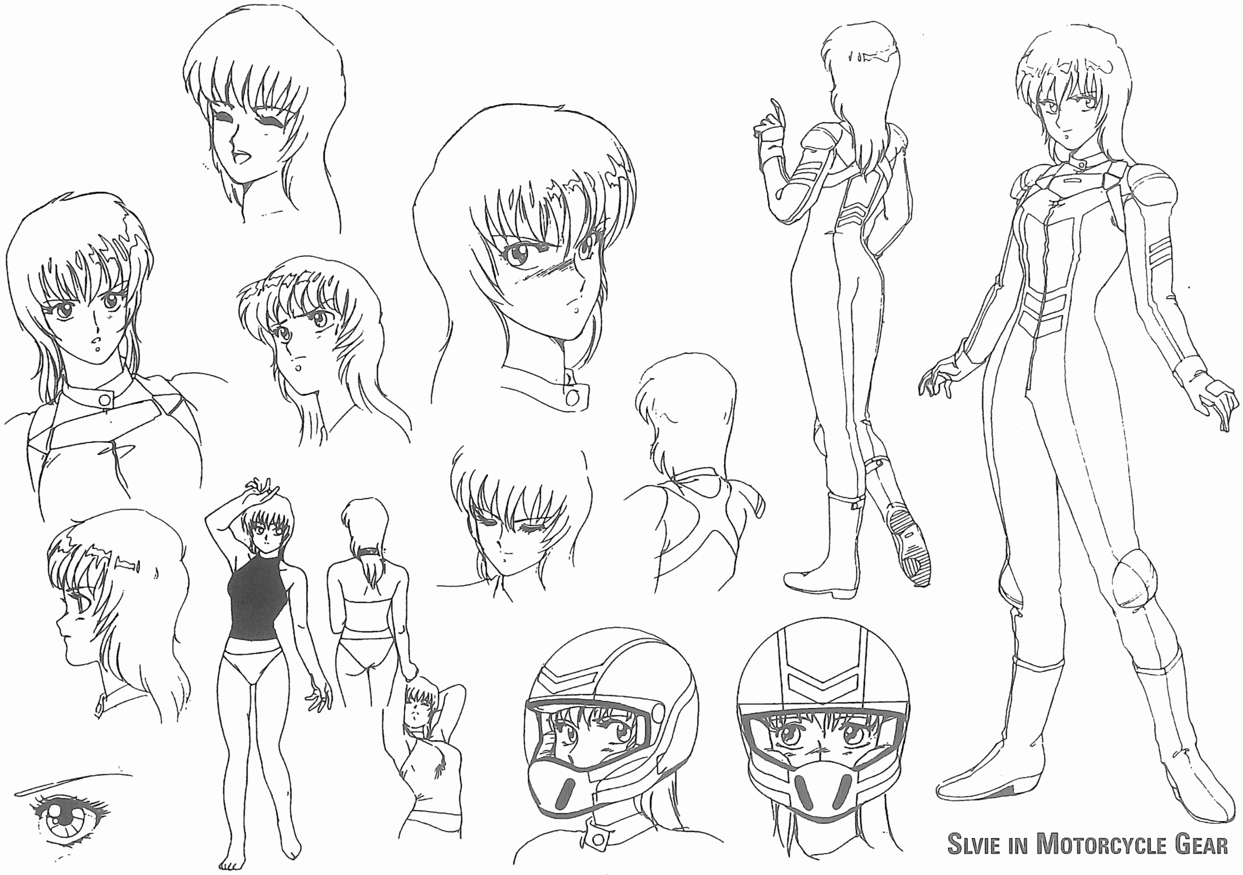
The mysterious Largo was Brian J. Mason reborn. As such he had intimate knowledge of Genom's secrets, including the existence of a dissident faction led by Flint, the chief of GPCC. Having thrown in with this group, Largo gained control of GPCC after he succeeded in engineering Flint's downfall (at the expense of the lives of the Sexaroids). Largo used GPCC's resources to accelerate the development of HyperBoomers and to execute his plan to blackmail Genom into handing over the OMS.

Largo expressed an intention to be a messiah to Boomers via the OMS, and planned to help his "new race" ascend to evolutionary superiority over humans. Ultimately, Largo was defeated by the Knight Sabers, being blown off the top of the Genom Tower and vanishing for the rest of 2033. But he left behind many tantalizing questions, particularly concerning the nature of Sylia and Boomerkind.

NOTES

While his personality was nominally human, Largo's body was that of a SuperBoomer. As if that were not enough, with Cynthia's Black Box implanted within him, Largo's red eyes could see his enemies from orbit and he could directly control the USSD's beam satellites, allowing him to attack almost any point on Earth with a thought. In a demonstration of power, his orbital strikes destroyed several Genom Towers worldwide.

Largo was a being of unparalleled evil. He had no respect for life and cared only about his own will. He reveled in making people feel insignificant and was amused by destruction, suffering, and death. He also had no concern for his fellow Boomers, whom he used just as callously as human beings did. His audacity was so great that it even disconcerted the normally unflappable Quincy. Largo is not an enemy to be trifled with.



Slvie in Motorcycle Gear

▼SYLVIE

BU-33S Sexaroid Boomer; Deceased as of Mid-2033.

Being a Type 33-S Sexaroid Boomer, Sylvie spent most of her life as a slave, serving as concubine to a high-ranking SDPC official named Kaufman. Seeking freedom, she eventually escaped Genaros space station with Anri (a fellow Sexaroid) and a prototype Battlemover, the D.D.

Upon arriving in MegaTokyo, Sylvie became the "vampire killer", using the D.D. to steal blood for Anri, who had been injured during their escape and needed it to heal. As fate would have it, one day she met Priss and they became best friends instantly, spending their time together motorcycling and sharing simple pleasures. All the while, Sylvie knew she had an overriding mission to save Anri.

Sylvie quickly infiltrated GPCC to purloin a datadisc which held Anri's salvation. Unfortunately, her plan soon went awry. Although Sylvie had stolen the D.D. as an act of rebellion against Genom, the fearsome Battlemover soon proved uncontrollable. Priss was forced to kill Sylvie in order to stop the machine and save MegaTokyo from thermonuclear destruction.

NOTES

Having been manufactured for sex, Sylvie was incredibly beautiful. She was instantly appealing to both sexes, and everyone seemed to like and admire her. This remarkable appeal was partially due to her Sexaroid nature, but was equally owed to her open, earnest personality. Sylvie was a pure person with a strong will and a brave heart, yearning for freedom and eager to drink of life's many possibilities. Her tragic death scarred Priss deeply, almost forcing her out of the Knight Sabers permanently. Like any Sexaroid, Sylvie appears completely human, but she has the ability to mesmerize people if she can achieve eye-to-eye contact (see stats).

SYLVIE

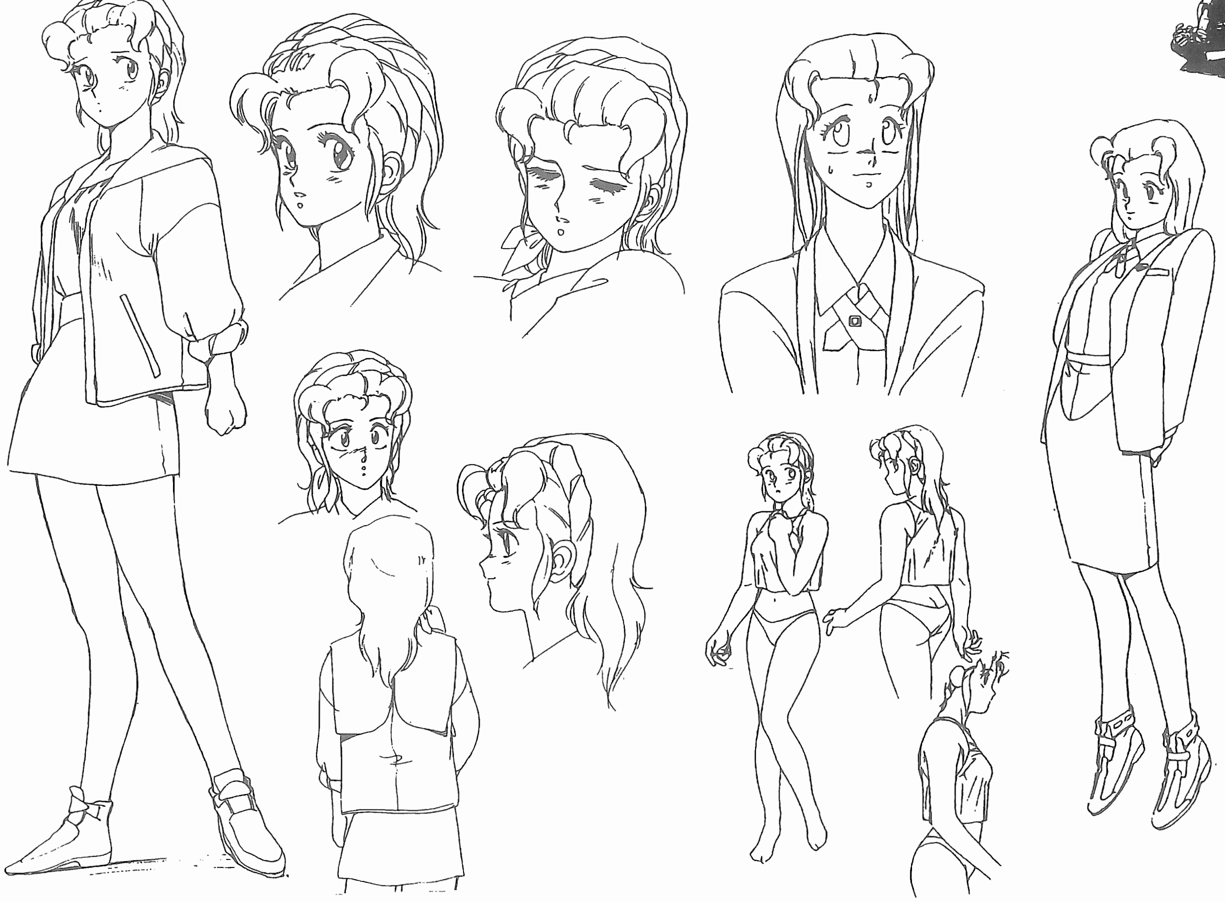
WEIGHT	50kg	TYPE	Android
ARMOR	-	RUNNING	MOVE 6
STRUCTURE	0.6K = 30SDP	FLY/SKIM	-

REF	9	INT	6	AI RATING	Level 7
DEX	7	PERS	10	SKILLS	+7
STR	3	WILL	6	BODY	6
MOVE	6	TECH	4	RECOVERY	6/day

SUBSYSTEMS

- Mesmerizing optics: Roll Sylvie's Will + Persuasion vs target's Will + Concentration, with success on Sylvie's part rendering her target either aroused or unconscious (depending upon Sylvie's preference).
- Completely maintenance-free organic systems with Beautiful appearance; does not need to (indeed, cannot) rip out of human visage.
- Effectively no Fusion ability and organic "cloning" functions limit regeneration to a REC of 6 per day (not turn).

SKILLS	LVL	SKILLS	LVL
PERCEPTION	+7	SPACE PILOT	+2
CONCENTRATION	+7	MECHA PILOT	+5
EDUCATION	+7	GUNNERY	+4
PERSUASION	+7	FIREARMS	+4
SOCIAL	+7	ATHLETICS	+5
WARDROBE & STYLE	+7	ESPIONAGE	+4
DRIVING	+7	STEALTH	+5



ANRI					
WEIGHT	47kg	TYPE	Android		
ARMOR	-	RUNNING	MOVE 6		
STRUCTURE	0.6K = 30SDP	FLY/SKIM	-		
REF	6	INT	8	AI RATING	Level 7
DEX	7	PERS	7	SKILLS	+7
STR	3	WILL	5	BODY	6
MOVE	6	TECH	9	RECOVERY	6/day

SUBSYSTEMS

- Mesmerizing optics: Roll Anri's Will + Persuasion vs target's Will + Concentration, with success on Anri's part rendering her target either aroused or unconscious (depending upon Anri's preference).
- Completely maintenance-free organic systems with Beautiful appearance; does not need to (indeed, cannot) rip out of human visage.
- Effectively no Fusion ability and organic "cloning" functions limit regeneration to a REC of 6 per day (not turn).

SKILLS	LVL	SKILLS	LVL
PERCEPTION	+7	SPACE PILOT	+1
CONCENTRATION	+7	RESEARCH	+6
EDUCATION	+7	FIREARMS	+1
PERSUASION	+7	MELEE	+2
SOCIAL	+7	ATHLETICS	+3
WARDROBE & STYLE	+7	ESPIONAGE	+4
DRIVING	+7	HACKING	+6

▼ANRI

BU-33S Sexaroid Boomer; deceased as of Mid-2033.

Anri, like Sylvie, was a Sexaroid and spent most of her life on board SDPC's Genaros station, a slave to her master's whims. Anri's other comrades (Meg, Lou, and Nam) were killed during the escape to Earth, when Anri herself sustained wounds to her circulatory system. She was forced to rely on Sylvie, her only remaining friend, for everything—including the human blood that kept her alive. She felt awful to be the cause of so many murders, but she lacked the conviction to let herself die.

When Sylvie was killed, Priss brought the datadisc to Anri, which gave her the secrets to heal herself. However, since her and Sylvie's escape had originally been engineered by Largo, he quickly drew her into his plans. Although she was supposed to leave MegaTokyo to lead a peaceful life, she was fascinated by Largo's plans for a "new world order" and unwittingly allowed herself to be used by him. Anri wore the phony Nene hardsuit when Largo attempted to frame the Knight Sabers, and she infiltrated Genom Tower (under the name Milly Jackson) to aid in the capture of Defense Minister Callahan.

In the end, Anri's misplaced devotion to the duplicitous Largo led to her death by his hands, but her sacrifice saved Priss' life and fueled her motivation to defeat the power-mad SuperBoomer messiah.

NOTES

Being a Sexaroid, Anri is very attractive, but she was designed to be cute rather than beautiful. Although she fell prey to Largo's machinations just as Sylvie did, her death helped stop Largo and revived Priss' confidence.

Like any Sexaroid, Anri appears completely human, but she also has the ability to mesmerize people if she can achieve eye-to-eye contact.

THE AD POLICE

"Complaints from citizens have been heavy lately, and that's something ADP can't ignore. It's your job as Special Police to find some way to catch these criminals without using the heavy equipment."
—**AD Police Chief, AD2034**

Being a cop has always been tough, risking your life on the neon streets of a city that doesn't seem to care about anything. In 2033 MegaTokyo, things have gotten even more confusing, with corporate "special interests" yanking your chain, homicidal bikergangs roving the highways, and berserk Boomers tearing up the city on a regular basis. But someone's got to hold the line, to keep things from getting even worse than they are—and that's you. Whether you're Normal Police or the new SWAT-style Advanced Police, you're a cop, and the buck stops with you.

▼NORMAL POLICE IN 2033

The vast majority of police on the street in MegaTokyo are the Normal Police (N-Police), regular cops walking (or riding) their beats or investigating the typical assaults, robberies, and murders that characterize every major city. An N-Policeman's day is a succession of petty crimes, irate citizens, gun-toting gangers, and mounds of paperwork and reports back at the office. And the roster of new crimes just seems to keep on growing: designer drug synthesization, gene sample theft, sensory grid abuse—it just keeps getting weirder and weirder.

Strangely, MegaTokyo cops may have it slightly better than their brethren across the Pacific. Although Japan is becoming culturally more chaotic, there are still some vestiges of the strong respect the Nihon society had for police and public servants. For many years, cops didn't even have to carry guns, and knew that almost no one else would have them either. Things are not quite so peaceful now; gangers seem to get guns no matter what the laws say, and the citizenry is growing more and more restless and unhappy. All the while, the real bad guys, like the Yakuza and the corps, just seem more and more powerful.

Japanese arrest rates are the best in the world, but very few are for major crimes. While there's plenty of illegal activity in 2033, most crimes can be linked to the Yakuza, to giant corporations such as Genom, or to the ever-growing plague of renegade Boomers. The N-Police are only capable of arresting common criminals. Since the ADP handle Boomer incidents, and the Yakuza and the corporations are nigh-untouchable, the normal police spend most of their time busting muggers, solving pointless murders, and handling traffic.

▼THE ADVANCED POLICE

When things get really bad, the N-cops can call in the Advanced Police. Licensed for limited collateral damage, the ADP have access to heavy weapons, attack helicopters, and battlesuits ... and they'll come on like Godzilla-his-own-bad-self to wipe out any threat.

The AD Police were born from the chaos of the 2nd Great Kanto Quake. In the quake's aftermath, the broken megalopolis was engulfed in panic as citizens went on looting sprees and damaged Boomers flew into uncontrolled rampages. Normal police organizations found that they had been rendered impotent by the shear volume of crime erupting in the earthquake's wake. Desperate to gain control over a dire situation, the Japanese government moved for an emergency restructuring of its police administration. The seven police divisions were hastily bolstered by funds from corporations like Genom for the establishment of an independent organization: A military-strength riot-control force called the Advanced Police.

Although originally established to quell the violence perpetrated by quake-addled citizens, the AD Police's main focus has shifted to countering Boomer-related crime. They also have exclusive authority in cases pertaining to "special disturbances" and other crimes that can not be handled by the normal police force, such as riots and acts of terrorism. In fact, the AD Police are caught in the pincers of MegaTokyo's new social turmoil; not only do they have to stop the rampages of poorly made, mass-market Boomers, but they must also break up crowds of rioting citizens who are *protesting* the mass-production of Boomers. Every year, countless people lose their jobs to Labor- or Mannequin-type Cyberdroids, and this ever-growing group of the unemployed are, to say the least, disgruntled.

Although the ADP does, by necessity, conduct some basic police duties (such as investigation and traffic control), the majority of its membership are combat-ready Frontline Officers. Unlike other police organizations, the AD Police is composed of specially trained personnel—most are former police officers chosen for high competence and/or military experience. Leon McNichol and Daley Wong are examples of AD Police officers who were transferred from normal police stations, but there are some who came directly from the military, or other, less overt, organizations.

To help them deal with the ever-intensifying violence of Boomer rampages, the AD Police have access to all sorts of special equipment: bulletproof body armor, rapid-fire assault weapons, portable attack helicopters, armored personnel carriers, and milspec Powered Suits. For the most dire situations, the ADP even maintains a backup armory which stockpiles full-blown military equipment—including airborne tanks—but Diet approval is needed to employ this Heavy Mobile Force. As can be expected whenever bureaucracy gets involved, getting authorization to deploy the Heavy Mobile Force is extremely difficult. After all, the potential for civilian casualties is high, and the politicians have their re-elections to consider ...

The ADP are not a worldwide organization like Neo-NATO, but they are a worldwide institution, like SWAT teams. Almost every city has an ADP force or a similarly advanced police unit. They are elite forces in every sense of the word, capable of resolving crisis situations quickly and with minimal loss of life or property. However, while they're able to handle most normal Boomer crimes, incidents of Combat Boomer rampages have increased drastically in the 2030s. In fact, the severity of Boomer crimes, the corruption of governments, and a shortage of funding have all grown to exceed the AD Police's capabilities; by 2033, AD Police find it nearly impossible to deal with all the incidents they face.

▼LIFE ON THE FORCE

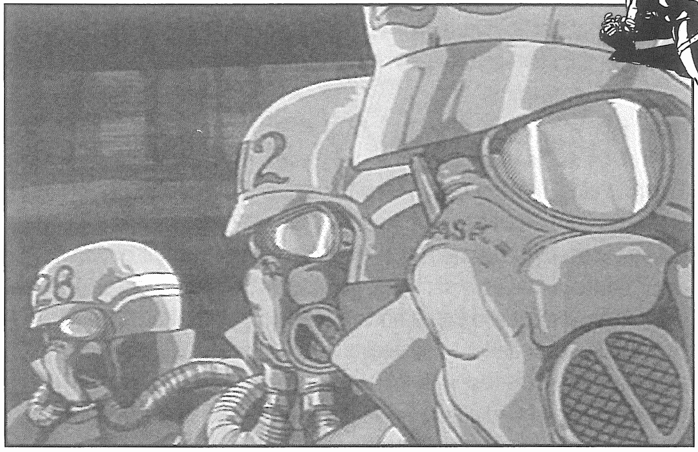
To become a cop, one must be at least a high school graduate. After one year of basic training at the Police Academy, you become a Patrol Officer. After some time on patrol, you may qualify for advancement to Inspector, which means more prestige and more paperwork. To become an ADP officer, one must have served in the military or as a police officer, or he must go through one year of grueling basic training at the AD Police Academy in Kobe.

Police officers (AD or N) have the exclusive right to carry handguns. Unfortunately, normal police officers are forbidden to fire in most cases. Equally frustrating is the fact that the really good cases are always declared "off limits" from on high as business and organized crime push the superiors around.

AD Police officers have a great deal more latitude which garners them grudging envy and sometimes open hostility from the normal police. What's more,their "gangbusters" approach has made the public mistrust (even fear) the ADP, and because Genom has most officials in their pocket, they know they can't be touched—all an Advanced Police officer can expect from the corporations is condescension. It all amounts to the ADP occupying a precarious position: They're the only effective enforcement agency around, but no one wants to have anything to do with them.

▼TOOLS OF THE POLICE

The good news is that technology does provide some practical devices for law enforcement. The police forces' most useful weapon is the Database of Criminal Records and Evidence. Tied into the National Forensics Research Institute and the National Family Register system, the Database allows the police to keep track of any criminal activity, from Murder One to parking tickets. Once you're arrested, all your personal data—fingerprints, DNA, retinal scans—is recorded into the Database. All crime scene evidence, including bits of fingerprints and hair DNA, is similarly checked and filed. Evidence collected at crime scenes which winds up being connected to innocent parties is filed under "Innocent Civilians"; looking up such files will only yield "Hair sample found at scene of X offense. No convictions."



IN THE GAME: One way or another, all ADP characters can access the DCRE, NFRI & NFRS (either themselves or by getting an Operator to do it for them); successful use of Research Skill will get you all sorts of juicy data.

Another useful system is the Police Boxes. These are little mini-stations strategically located in shopping centers, neighborhoods and every train station. Anywhere from two to ten regular police officers can be stationed at these boxes; they patrol their area every hour, by themselves or in small teams. While providing a police presence on a day-to-day basis, when the Boomer hits the fan, these cops usually wind up "cleaning up" after the ADP. In quiet residential areas, there is a 20% chance per hour of finding an empty Police Box.

There are shooting ranges (real ones in 2032-33 and video ones in 2034), but AD Frontline Officers also receive training and practice sessions in a Combat Simulations environment which uses dummy-boomers which are supposed to put up a fight, but not be lethal (of course, accidents might happen). Frontline Officers are required to pass such a simulated course at least once every six months.

The equipment allowed to the Normal Police is rather pathetic. The average police officer wears a bulletproof vest and carries a nightstick and a handgun with only one reload. There's a pile of red tape associated with each time you fire that weapon, and you have to write a report stating when, where, and why. If your reasons aren't good enough, you get blackmarked. If you do fire, you must first order the suspect to stop. If he doesn't, you can fire a warning shot in the air. If that doesn't work, you should shoot to wound (arm or leg). N-Police are forbidden to aim to the head (sometimes armored perps accidentally get hit in the eye, but that's life in the big city).

Sergeants can ask for permission to carry a gun of their own choosing. If the request is accepted, they'll get their new pistol in one to ten months. If the weapon uses unusual ammunition, you'll probably run out while waiting for authorization to get more.

The ADP have much more freedom in their choice of weapons, and they get them faster, too. AD Police investigators are allowed much heavier guns than regular cops, but even so they still usually restrict themselves to normal pistols; big guns frighten people and reduce their ability to cooperate. However, even in plainclothes, AD Police officers can use SMGs if they're *expecting* trouble and can have heavier weapons in their vehicles. So if an ADP investigator runs into a serious situation, he can always pop the trunk and pull out "our friend, Mister Railgun."

All ADP officers also get a badge, a uniform and a pager watch. This pager watch keeps all ADP staff on call in case they're needed for an emergency. AD vehicles are all packed with gear; the trunk usually loads either a selection of heavy weapons (if it's a patrol vehicle) or a collection

of traffic-control gear (unfolding stopsign hurdle, hand-held signal light, portable computer w/ ID scanner and ticket-printer) if it's a runabout.

MEGATOKYO LAW

The laws of 2033 are generally similar to those of the 1990s: Assault, Theft, Embezzlement, Possession of Firearms, Extortion, Murder and Copyright Infringement are all frowned upon, illegal and frighteningly common. What's more, Genom continually defies MegaTokyo's Armament Construction Laws by building Combat and Battle Boomers within the city limits.

Unlike in America, undercover investigations are not allowed in Japan (officially). Faced with this pesky policy, the police have developed different ways of finding out who's naughty and who's nice. Here's how it goes: First, you arrest a suspected perp on some charge (say, possession of illegal weapons) and interrogate him for a different crime than he's suspected of. Whether he's innocent or not, you can keep him in a holding cell for up to two weeks, during which time you can question his friends and family (if he has any). You can question the suspect for 24 hours a day, every day, for two weeks—if you feel like it. No lawyers are allowed at the questioning; a suspect can only see a lawyer in a separate meeting room after an interrogation session. Suspects are watched at all times during a holding period. The ADP insist that torture is never used as a tool of interrogation, but suspects often "hurt themselves" in their dark cells …

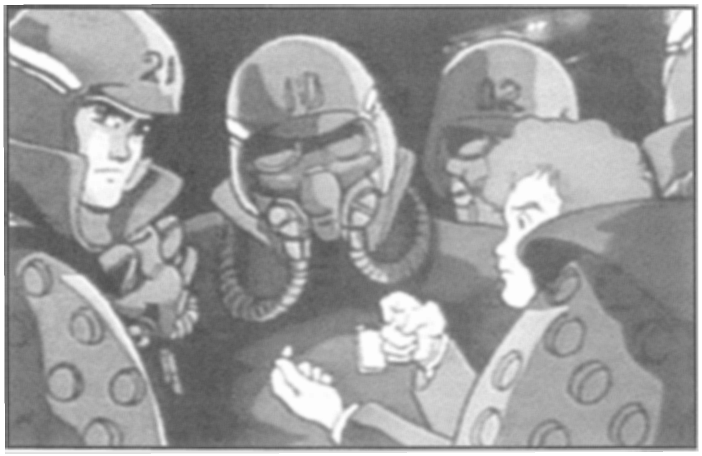
The courts don't care what happens during an investigation—when the police think someone's guilty, they'll take him to trial and the judge will find him guilty. If the cops think someone's innocent, they'll let him go after his two weeks.

While the ADP *can* follow up investigations onto corporate propertiess in Japan, they must first get permission from the Minister of Home Affairs, so getting authorization without a *really* good reason is unlikely. This is why smart ADP officers like Leon let the Knight Sabers get away with so much … the vigilantes can go places that the police legally cannot.

ARMS CONTROL

As we've said, the normal police have a hard time getting decent weapons. This is due to Japan's draconian gun laws—until 2013, the #1 murder weapon in Japan was the kitchen knife!

Under Japanese law, any knife with a blade over 30 cm is illegal. Any and every gun is illegal. Poisons, drugs, acid, and anything else that can be used to harm or kill others is illegal (unless they are being used in an approved laboratory, which gives Genom and other corporations access to all sorts of lethal stuff). However, with the unchecked increase of the population and crime, illegal weapons are rapidly becoming common in MegaTokyo; while guns are still beyond the reach of common street toughs and motorcycle gangs, anyone with reasonable resources can manage to get a firearm. Yakuza, corporate operatives, terrorists and the rich (like Sylia) don't have much trouble scoring weapons. But, just because they can get guns doesn't mean they can get them *legally*—ownership and concealed-carry permits are unheard of for civilians—an important point for any would-be vigilantes to remember.



Swords and other martial arts weapons *might* be allowed an ownership permit (for example, Iaido dojos and their teachers have permits for their katanas) if the owner has enough pull, but the police will automatically consider him a suspicious character.

BOOMER LAW

Outside of the long list of "normal" crimes, the explosion of Boomers onto the common market has created a whole new set of crimes, and the AD Police have exclusive authority in all cases related to Boomers. Even outside of controlling rampages, the ADP are in charge of investigating Boomer Fencing, Boomer Theft, Illegal Boomer Recycling and other such felonies. Here are some specifics.

Boomer Fencing: Any purchase of a Boomer of unknown ownership or origin is illegal and should be reported to the AD Police.

Boomer Theft: Owning a Boomer requires that you register the Boomer with the AD Police database. The owner must carry an Owner's Card at all times, and Boomers are not allowed outside their quarters (workplace) without supervision.

Illegal Boomer Recycling: Given the large number of Boomers in MegaTokyo, the recycling and re-use of different components is a common occurrence. However, depending upon the complexity of the Boomers being recycled, errors can occur—and errors can result in berserkers. Therefore, each Boomer repair and recycling shop must be licensed for specific classes of Boomer complexity (A through D—see pages 96-97 for more); recycling Boomers of a higher complexity than your license is a crime.

Boomer Termination Orders: Officially sanctioned hunting and destruction of a known renegade Boomer can be handed down to the ADP from the Diet. Such a Termination Order authorizes (and requires) the destruction of said Boomer as quickly as possible.

Boomeroids: A Boomeroid is defined as a "Boomer exceedingly close to human." Specifically, if over 70 percent of a criminal's body has been made cybernetic, then the individual is treated as a Boomer and jurisdiction is transferred from the N-Police to the AD Police.

BOOMER ALERT!

Due to the instability of their electronic brains, there have been many cases of Boomers going berserk. Three things can be expected when a Boomer runs amok: a desire for random violence, increased strength, and a stubborn refusal to be destroyed.

- **Violence**: A Boomer usually launches into an uncontrolled frenzy when its brain overheats or is otherwise damaged. Such cerebral malfunctions can even bring on sudden self-awareness; given that Boomers normally have no experience or capability to deal with emotions and psychological trauma, it isn't surprising that their first reaction to Spontaneous Sentience is to freak out. After all, birth is a painful, traumatic experience; can you imagine what would happen if a baby were born with the body of a Terminator? Yikes …

- **Strength:** As biotechnological entities, Boomers have assorted chemicals and pseudo-hormones running through their systems; the levels of chemical production are controlled by their electronic brain. When a Boomer's brain is damaged or malfunctions, control over chemical production levels can be lost—in which case synthetic endorphins are pumped out in tremendous quantities, which means that even waitress Boomers can rampage around with superhuman strength! (If STR < 9, use STRx2, Max 9).

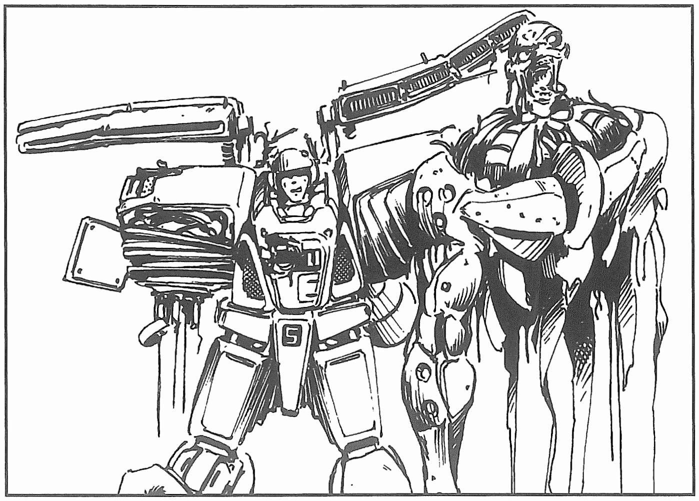
- **Endurance:** A Boomer's synthetic nervous system has built-in memory buffers; these buffers have variable refresh rates depending upon data transmitted from the brain. Thus, according to the manual, "Autonomous nervous programming can override due to consequential lack of refresh data." In other words, even if a Boomer's brain is destroyed, it is possible that the body's fragments will remain active!

How exactly does a brave AD Policeman go about stopping a Boomer on a rampage? The easiest way is to destroy the head, which houses the brain—this usually ceases all activity. If autonomous nervous programming overrides the brain's destruction (i.e., if the headless body keeps on flailing), destroying the spine should do the trick. In the unlikely event that this doesn't work, sever the Boomer's Neural Circuits (a good knife will serve for crazed Mannequins). The location of the Boomer's master biochips varies from model to model, but AD Police officers are drilled in knowing each Boomer model by sight and have the location of each model's nerve chips memorized (the most common placement is at the base of the neck). Since severing the Neural Circuits causes the least damage and offers the best chance of recovering the Boomer, ADP officers are expected to try this method first. However, since doing so generally requires getting into hand-to-hand combat, nobody bothers to try this on a Combat Boomer—even ADP officers aren't *that* crazy!

IN THE GAME: Severing the Neural Circuits is a -6 called shot, hitting the spine is a -5 called shot, and hitting the head is a -4 called shot. Remember that these modifers are halved if you attack with a melee weapon. Severing the Neural Circuits *always* works, but when the head or spine is destroyed, roll 1D10 (-3 for the spine); if it's over the Boomer's INT, it keeps fighting, though at 1/2 its normal levels. A headless Boomer has 75% SDP, a spineless Boomer has 50% SDP, and severed limbs have 25% SDP.

In fact, when engaging Combat Boomers, the use of Powered Suits (preferably a K-12S) is recommended. Being purpose-built by the ADP, the K-12S is fairly well matched against Cyberdroid opponents. However, in 2033, relatively few K-12Ss are in field use; most Advanced Police forces still use K-11 types. As a retrofitted military machine, the K-11 is somewhat inefficient for Boomer-hunting—the battlesuit has better firepower than a Boomer (thanks to its portable heavy weapons), but has inferior maneuverability and endurance. Therefore, the ADP rulebook suggests that *three* battlesuits should team up to fight one Boomer. Still, things don't always go as planned—at times, one-on-one combat with a Boomer takes place, and due to the inherent inefficiencies of the K-11, even veteran pilots are challenge by hand-to-hand combat.

Below is a picture of an heroic pilot who defeated a Boomer in close combat. Though he's an ace pilot, the damage to his machine evinces the ordeal he went through in battle.



▼ADP COMBAT REPORT

Due to the recent negative spin put on them by the media, many people have come to think that the AD Police are a joke—cannon fodder, completely ineffective in combat. This is not really the case. Ever since 2027, the AD Police have been skillfully handling Boomer incidents; were it not for their efforts, MegaTokyo would have been destroyed by now as the Army fought sloppy battles with crazed Boomers. AD Police Frontline Officers are a tough breed: A three-man team can take down Mannequins or Labor types, and few Cyberdroids can stand up to an entire combat squad. Only when they're faced with recent "super-threats" like the HyperBoomers do the AD Police need the help of the Knight Sabers—help they are grudgingly grateful for.

SYLIA'S AD POLICE REPORTS

To illustrate a point, data which pertains to the ADP's performance has been excerpted from Sylia Stingray's personal case reports:

Mid-2032—BGC1 *Tinsel City*: The ADP were slaughtered in their battle with the BU-55C because they didn't know what they were up against. At that time, the Boomer they faced was a completely new breed; while the BU-55C had been around for a while, this model was a new-and-improved version. Had the ADP known what they were getting into, they undoubtedly would have sent in their K-11s.

BGC2 *Born to Kill*: No ADP actions of note.

Late 2032—BGC3 *Blow Up*: Faced with two rampaging BU-12Bs, the ADP scrambled their K-11s—they knew that these were the only weapons they had which could handle military tank-killer Boomers. Although the K-11's were destroyed, the BU-12Bs were terminated as well.

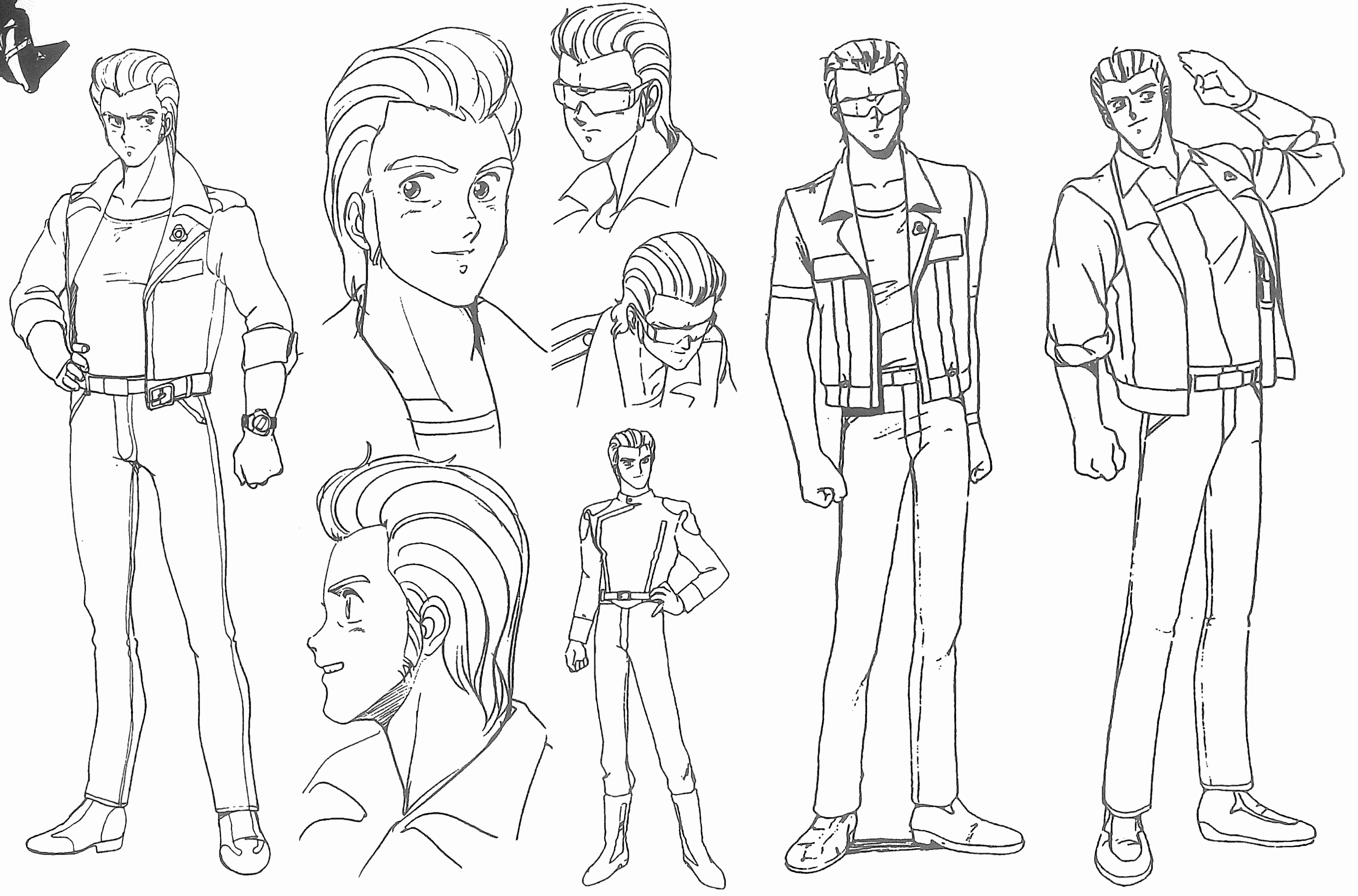
Mid 2033—BGC4 *Revenge Road*: While the THP was outmatched by the Griffon, the ADP were successful in stopping the rogue machine.

September 2033—BGC5 *Moonlight Rambler*: The ADP quickly cracked the "Vampire Killer" case, and when faced with the D.D., Inspector McNichol used the ADP's best weapon (a K-12S). Though he fought valiantly, he had no chance against a superweapon.

September 2033—BGC6 *Red Eyes*: Faced with the powerful and mysterious challenge of Largo's HyperBoomers, the AD Police wisely sent out Hornet attack helicopters and a K-12S (piloted by Inspector McNichol). As before, the ADP was severely outmatched—but then, even the Knight Sabers almost lost to these opponents.

Late 2033—BGC7 *Double Vision*: The ADP did not have to fight Genom's new Boomer, but Leon and Daley *did* crack the case of Dr. McLaren's violation of Armament Construction Laws in the Boomer Giant's creation.

December 2033—BGC8 *Scoop Chase*: Dr. Miriam's terrorist attack on the ADP HQ demonstrated the dreadful inadequacy of its security measures when faced with Combat Boomers. However, it should be noted that when the ADP was formed, planned Boomer attack strategies were not an anticipated threat—only mad Boomers rampaging through the city were expected. Had human terrorists attacked the ADP, they would quickly have fallen to the building's automated weapons and gas traps. It is also important to note that most of the building's personnel were diverted to fight Dr. Miriam's decoy Boomers. These decoy Boomers were handled quite comfortably.



▼LEON MCNICHOL

AGE: 26. HEIGHT: 195cm.

Originally a Normal Police officer, Leon is unusual in that he willingly applied for a position with the AD Police rather than having been transferred there. He spent years as a Frontline Officer, eventually moving up the ranks into investigation. Inspector McNichol is now the highest-ranking field officer in the AD Police. He is fully aware of the importance of his duty, but he often feels impotent as he has found the ADP increasingly outclassed by Combat Boomers and snubbed by politicians and the public. Given this situation, he is quite grateful for the Knight Sabers' "interference" in ADP matters and is sympathetic to their cause. His gratitude to these vigilantes has led him to bend the law several times in their favor. He even knows that Priss is a Knight Saber, but he has kept her secret because he is strongly attracted to her.

NOTES

Leon is handsome (almost as handsome as he thinks he is), confident and talented—he has all the makings of a hero. In fact, his actions have gone a long way toward maintaining what's left of the ADP's credibility. Despite the fact that he's often outmanned and outgunned, he has taken it upon himself to show the public what an ADP officer can do. He has even been known to challenge a superior enemy to personal combat despite full knowledge that he'll lose—yet he always manages to last until reinforcements arrive, or to win the respect of his foes (who let him live and leave him alone to pursue more important challenges). Leon's years as a Frontline Officer taught him that big guns are good, and he always uses the heaviest firepower available to him. Still, he almost never shoots without donning his trademark shades.

LEON

AGE	26	JOB	ADP Chief Inspector

INT	5	PERS	7	WILL	10	TECH	4	MOVE	6
REF	8	DEX	8	STR	7	CON	10	BODY	9
LUCK	13	MAX	400kg	LIFT	200kg	CAR	100kg	THRW	12m
PNCH	7D6	KICK	8D6	RUN	18m	LEAP	3m	SWIM	6m
STUN	45	PD	-20	HITS	45	RCVR	17	RES	30

SKILL	LVL	SKILL	LVL	OPTIONS	LVL
PERCEPTION*	+5	AUTOFIRE	+5	---	-
CONCENTRATION*	+4	HEAVY WEAPONS	+5	---	-
EDUCATION*	+3	GUNNERY	+5		
PERSUASION*	+6	MECHAPILOT	+6		
SOCIAL*	+2	DRIVING	+7		
LOCAL KNOWLEDGE*	+7	RESEARCH	+4		
TEACHING*	+2	DETECTIVE	+5		
ATHLETICS*	+5	LEADERSHIP	+5		
HAND-TO-HAND	+6	WARDROBE & STYLE	+4		
MELEE	+4				
FIREARMS	+10				

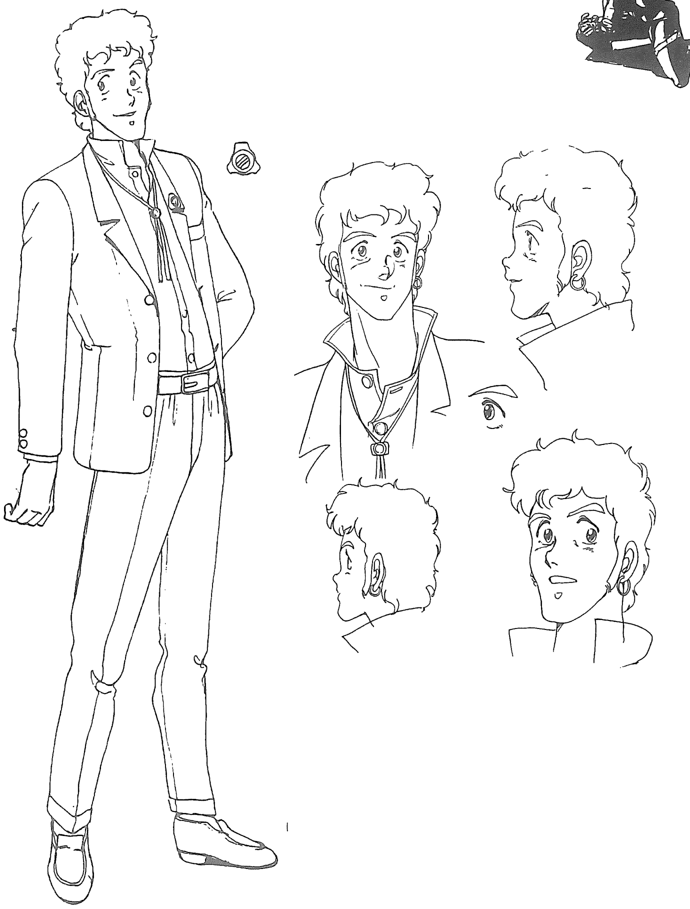
EQUIPMENT: Motorcycle (a Genom 1100V), handgun (either Magnum Revolver fitted for Pistol Grenades or the Earth Shaker), casual clothes with ADP-issue bulletproof vest (PD10) or motorcycling leathers (PD5), shades, Average Lifestyle (modest apartment).

▼DALEY WONG

AGE: 27. HEIGHT: 185cm.

Red-headed, quick-witted Daley is Leon's partner and as such is also a senior ADP officer. Like most ADP members, he was headhunted from the N-Police. He was teamed with Leon to replace Jeena Malso, and he does a good job of offsetting Leon's quirks. While Inspector McNichol is action-oriented and short-tempered, Daley is patient, observant, and skilled at investigation. Generally soft-spoken, whatever Daley says is usually carefully thought out or is a wry, sarcastic quip.

Daley is good-natured, easy-going, and likeable. He is also homosexual, and does nothing to hide it. In fact, he constantly "flirts" with his partner (not so much because he has designs on Leon, but rather because they both enjoy the running joke).



DALEY									
INT	6	PERS	6	COOL	8	TECH	5	MOVE	5
REF	7	DEX	7	STR	4	CON	6	BODY	6
LUCK	13	MAX	144kg	LIFT	72kg	CAR	36kg	THRW	10m
PNCH	4D6	KICK	5D6	RUN	15m	LEAP	2.5m	SWIM	5m
STUN	30	PD	-12	HITS	30	RCVR	10	RES	24

SKILL	LVL	SKILL	LVL	SKILL	LVL
PERCEPTION*	+7	SOCIAL*	+4	HAND-TO-HAND	+4
CONCENTRATION*	+6	LOCAL*	+7	HANDGUN	+5
EDUCATION*	+4	TEACH*	+2	DRIVING	+6
PERSUASION*	+6	ATHLETICS*	+4	DETECTIVE	+7

▼CHIEF TODO

AGE: 50s. HEIGHT: 169cm.

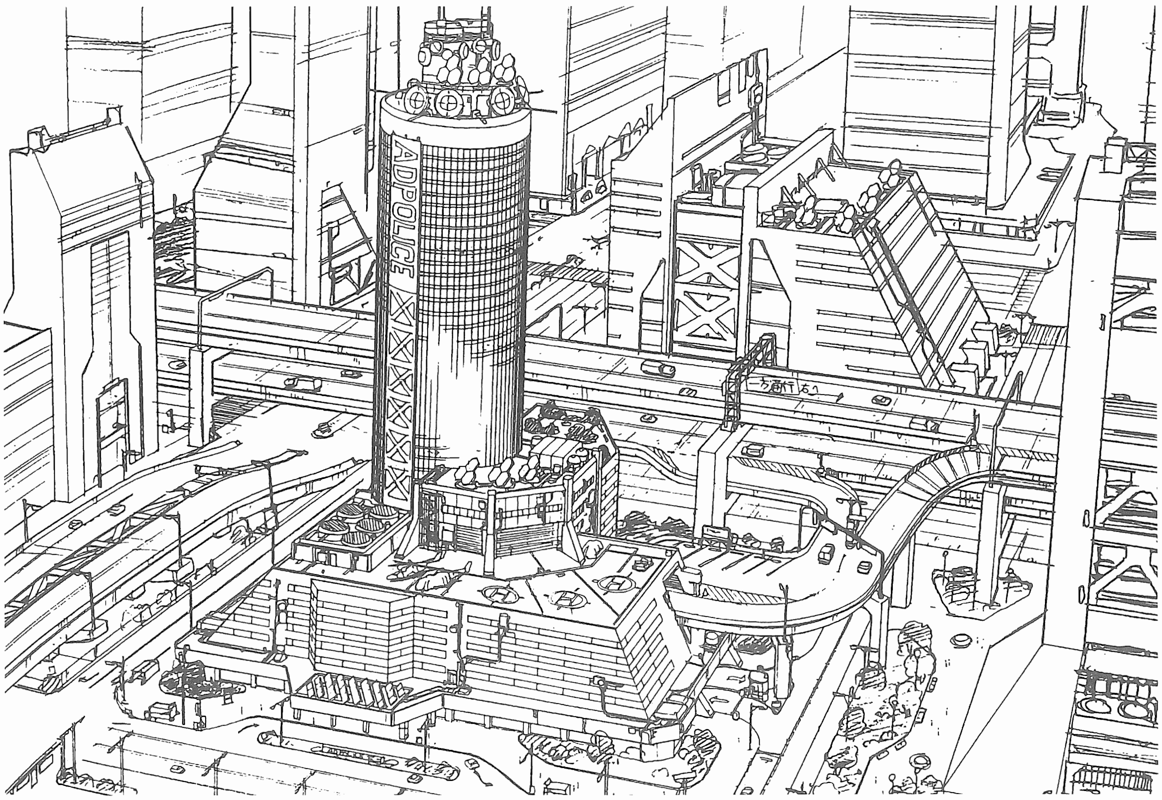
Big, black, and short-tempered, Chief Todo has been a cop all his life. He is one of the many *gaijin* transplants to MegaTokyo, having been brought in from overseas due to his experience and accomplishments. For the past several years he has served as the Chief of the AD Police, a job whose intense stress levels and high amounts of frustration have made him irritable and prone to shouting fits. However, despite the fact that he's nearing his retirement, he still cares about the AD Police and his men. The reckless, insubordinate acts of his officers (Leon in particular) are constantly getting his goat, but Chief Todo knows the score. Being aware that the ADP needs every break it can get, this kind-hearted man is proud to take care of (and cover for) Leon and his cronies. He has a niece, Lisa, of whom he is very fond and protective.

TODO									
INT	7	PERS	8	COOL	6	TECH	4	MOVE	2
REF	6	DEX	4	STR	3	CON	5	BODY	7
LUCK	13	MAX	100kg	LIFT	50kg	CAR	25kg	THRW	4m
PNCH	3D6	KICK	4D6	RUN	6m	LEAP	1m	SWIM	2m
STUN	35	PD	-10	HITS	35	RCVR	8	RES	18

SKILL	LVL	SKILL	LVL	SKILL	LVL
PERCEPTION*	+9	SOCIAL*	+2	LEADERSHIP	+9
CONCENTRATION*	+2	LOCAL*	+9	DETECTIVE	+6
EDUCATION*	+5	TEACH*	+4	RESEARCH	+5
PERSUASION*	+6	ATHLETICS*	+2	BEUROCRACY	+6

ARMS OF THE LAW

> *"We, AD Police, are the Special Felony Crimes Elite Team ... but almost all crime in this town is connected with Boomers. The Normal Police even try to stick us with writing their tickets for them, and the bureaucrats, afraid of complaints, treat us like we're a nuisance ....*
>
> **—ADP Chief Inspector Leon McNichol, AD2034**



▼THE POLICE FORCES

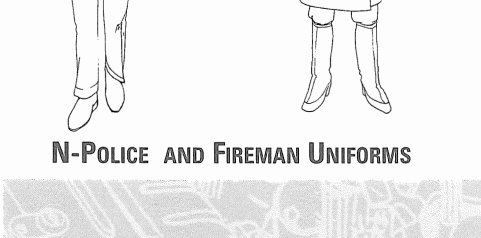
MegaTokyo has grown out of control. In this chaotic technojungle, crime has flourished. Riots, arson, gang warfare, theft, assault, murder, and computer crime have reached levels unimaginable in the Tokyo of the 20th century. Someone has to take up the thankless, unglamorous job of maintaining order—those little heroes are the normal police officers, firemen, Tokyo Highway Patrol, and the N-Police's air patrol pilots (shown below, left to right). These everyday officials are facing a city of threats and are equipped with little more than everyday equipment. Most of the criminals they face are equipped just as well, if not better.

Meanwhile, the high-profile AD Police seem to gallivant around the megalopolis, duking it out with crazed Boomers and getting all the attention. The N-Police are understandably jealous; the ADP seems to have more money, better equipment, bigger guns, and even an ultra-modern headquarters...

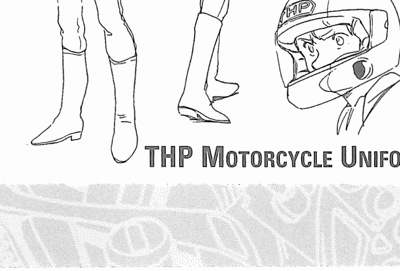
▼AD POLICE HEADQUARTERS

Located in Tinsel City, the central 3rd district of MegaTokyo, the AD Police Headquarters' 29 floors house some of the best law enforcement officers and support staff in the entire region. It is an "intelligent" building with integrated information systems; data terminals are everywhere, providing maps, computer access, communications, etc., and the staff's operator stations include integral consoles. While normally powered from the city grid, a backup fuel cell generator is located in the subbasement.

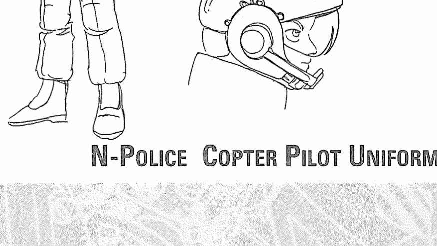
Security is tight; guards are posted in the lobby, ID card scanners are common, and vocal-pattern locks secure extra-sensitive areas. In the case of an "S" alarm (i.e., an attack on the building), emergency measures can be engaged from the security center in sublevel 3; Blast shutters can cover any or all doorways and windows, Psycho Gas can fill any area (the inhalant psychoactive gas can also be quickly cleared), and computer-targeted submachinegun turrets can drop from ceilings. What's more, hidden



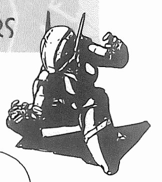
N-Police and Fireman Uniforms



THP Motorcycle Uniform



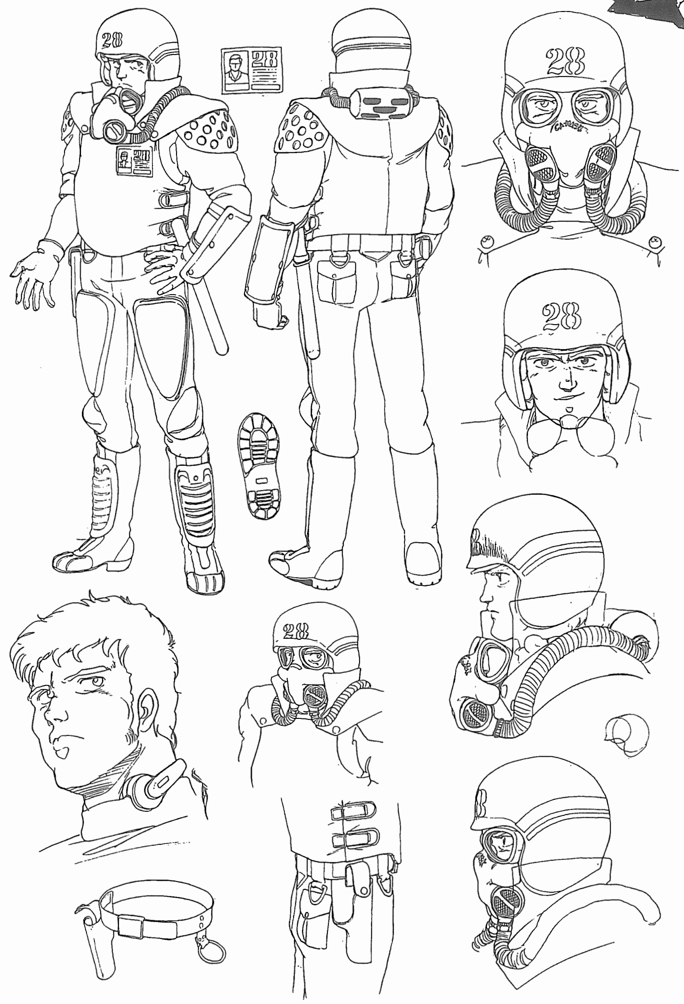
N-Police Copter Pilot Uniform



emergency lockers are located throughout the building—locked by an ID card scanner, each locker stashes two M42-A1s and a .454 Magnum autopistol with a holster and three clips.

AD POLICE HEADQUARTERS FLOOR LAYOUT

- **-3:** Building security center, power supply room, staff parking lot.
- **-2:** Vehicle repair shop, shooting range (a.k.a. Leon's rec room).
- **-1:** Vehicle & arms storage (cars, trucks, powered suits, etc.).
- **1:** Entrance hall, reception, service windows. Back door for staff.
- **2:** Detention center, autopsy rooms, public medical facility.
- **3:** Stand-by & preparation rooms, training & classrooms.
- **4:** Vehicle staging area with direct access to the city's highways.
- **7:** Briefing rooms, locker rooms.
- **6:** Detective's quarters (Leon and Daley's offices are here).
- **5:** Storage.
- **8:** Helicopter hangar.
- **9:** Heliport.
- **10:** Helicopter control tower.
- **11:** Communications center (Nene works here sometimes).
- **12:** Analysis and forensics labs.
- **14:** Research center.
- **15:** Development center (divided into fields: weapons, etc.).
- **16:** Medical center (exclusively for the staff).
- **17:** Offices (primarily accounting and budgeting).
- **18-19:** Staff offices.
- **20:** Supplies.
- **21:** Employee cafeteria (pretty cheap prices, actually).
- **22-24:** TOP SECRET.
- **25:** High-ranking staff offices.
- **26:** Top-ranking staff's individual offices.
- **27:** Data processing rooms (data from incidents, films, etc.).
- **28:** Computer systems support and maintenance.
- **29:** Computer core (houses ANDY 2000; POW 10).
- **Roof:** Communications antennae, helipad, solar panels.



▼ADP FRONTLINE OFFICERS' GEAR

While the ADP has a plainclothes investigation division, the image of their Frontline Officers is the best known. These brave public defenders regularly face extremely dangerous situations, so their section is composed of the most physically and mentally disciplined individuals in the ADP.

The AD Police Frontline Officers were originally organized to control riots, and their equipment reflects this methodology. Each trooper has a dark blue fireproof and bulletproof suit which covers most of the body and includes a soft armor vest and ceramic helmet. The padded helmet bears the Officer's ID number (as does an ID plate on his chest), and a ballistic plastic facemask can be connected to the helmet by magnetic chips. This mask houses a full gas filtration/breathing system and goggles with night vision and thermal filters (handy for picking out most Boomers). Radio communications are provided, including speakers inside the helmet and a mike attached to the suit's collar.

The impact-absorbing forearm shield is useful for close-in struggles, as is the polycarbide baton. Standard firearms include a semiauto handgun and either a pump shotgun or the M42-A1 short machinegun. Most Frontline Officers also carry a combat knife.

To deal with *severe* Boomer incidents, the ADP have access to grenade launchers, rockets, antitank rifles, and extra-special equipment including portable attack helicopters and powered suits (listed on the following pages). Unfortunately, the escalating power levels of rampaging Boomers have created a kind of arms race with the ADP. Can the ADP keep up?

ADP FRONTLINE OFFICER

ARMOR WEIGHT	15 kg	OVERALL PD	22
ENCUMBRANCE	-2 Dex,	- HELMET PD	25
	-2 Ref, -2 Move	- BODY PD	20

ADP Armor is effective against all types of damage, including bullets, blades, blunt trauma and fire.

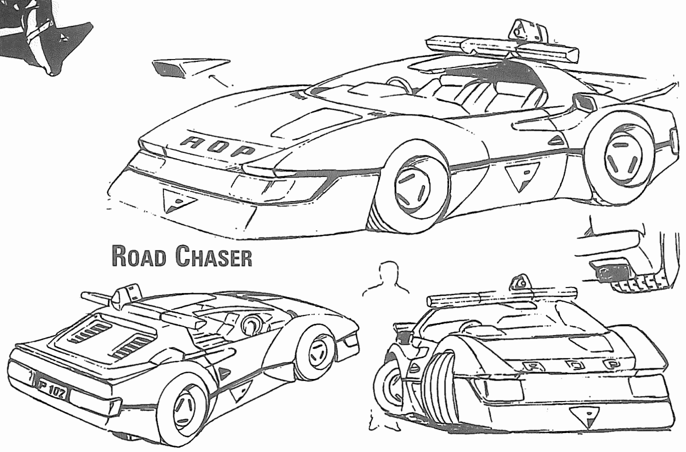
SIDEARM	ADP-issue Combat Handgun
LONGARM	M-42A1 Short MG (or 12-Gauge Pump Shotgun)
MELEE WEAPON	Police Baton (or Knife)
OPTICS	IR Thermograph, Lowlight Vision, Targeting (+2 WA).
EQUIPMENT	Radio (10 km), Gasmask (15 minutes of air), Chest ID Plate, Mineproof Boots, Belt with clips for 4 reloads total for both firearms, Boomer Deactivator (this handheld remote device will switch off the parasympathetic system of any civilian Boomer; does not work on berzerkers).

INT	2	REF	6	ATHLETICS	+5
PERS	4	DEX	5	MELEE	+5
WILL	6	STR	5	FIREARMS	+5
TECH	4	CON	6	AUTOFIRE	+5
MOVE	5	BOD	6	HEAVY WEAPONS	+5

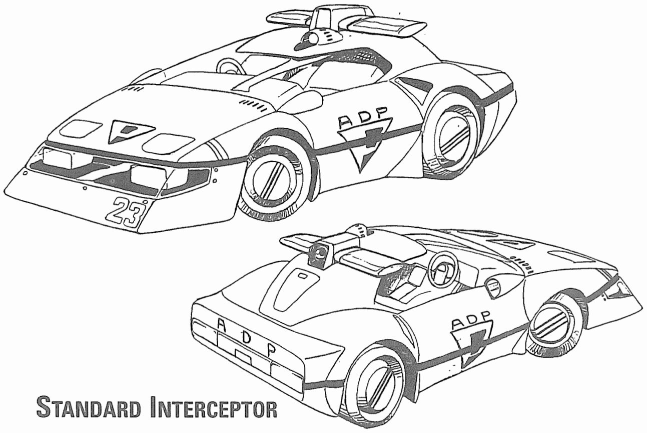
▼ADP INTERCEPTOR

Manufactured by ZMC-Misaki, the Beluga Police Special is a high-performance road machine which serves as the standard patrol vehicle for the AD Police. This two-man interceptor's 4-wheel steering makes it highly maneuverable, and its 700-horsepower Gasohol turbine boasts a maximum torque of 150kg/6500rpm. Overall length is 4.5m, with a 4.2m wheelbase, and it's equipped with emergency lights and a siren (natch). On-board electronics include a rear-view camera, a police-band radio, and a databank which is linked to the AD Police computer network.

The ADP also has a limited number of customized "Road Chasers" which are used exclusively by command-class officers (like Leon and Daley) for high-speed pursuits. Once the airscoop and spoiler are deployed, an additional turbocharger can be engaged, granting the Road Chaser a higher top speed and incredible acceleration.



ROAD CHASER



STANDARD INTERCEPTOR

ADP INTERCEPTOR/ROAD CHASER		10/12 CP	
WEIGHT	1,000 kg	SPACE	1 driver, 1 passenger
MANEUVER	-2 Ref	MOVE	15 (235kph)
1D10	LOCATION	ARMOR	STRUCTURE
1-7	Chassis	20 PD = 0.4K	50 SDP = 1.0K
8-10	Wheels (4)	-	10 SDP each
SUBSYSTEMS			
• Headlights, loudspeaker, siren, emergency lights, rear-view monitor.			
• Police-band radio, datalink to ADP computers.			
SPECIAL NOTE			
Road Chaser version's turbocharged engine can push MOVE 19 (300kph)!			

▼POLICE VEHICLES

There are several rather mundane vehicles used by both the AD Police and the N-Police for patrols and other duties. These include:

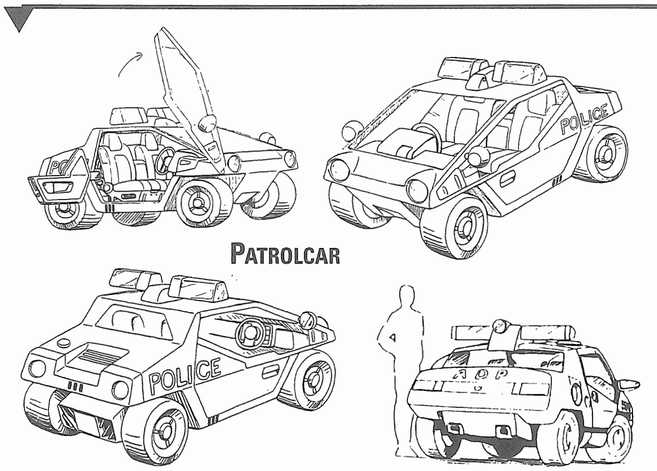
Cruiser (7 CP): A midengine 4-wheel drive used by the THP. Its Gasohol turbine grants a top speed of 285kph. -3 Ref, PD20/SDP55, MV17, 5 passengers.

Patrolcar (6 CP): A car used by typical officers and investigators. -4 Ref, PD10/SDP45, MV11, 4 passengers.

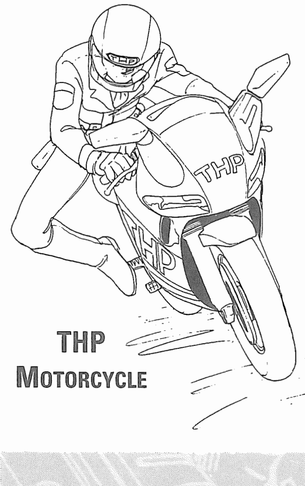
Compact Patrolcar (5 CP): Driven by Operators and other support staff. -4 Ref, SDP40, MV10, 2 passengers.

Mini-Patrolcar (4 CP): Used primarily for support, with traffic control equipment in the rear trunk. -3 Ref, SDP35, MV9, 2 passengers.

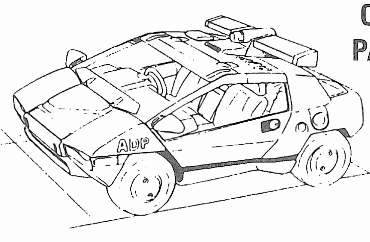
Police Motorcycle (7 CP): Commonly used by the THP. -1 Ref, SDP25, MV15.



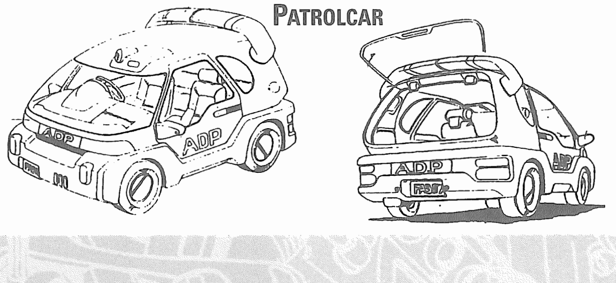
PATROLCAR



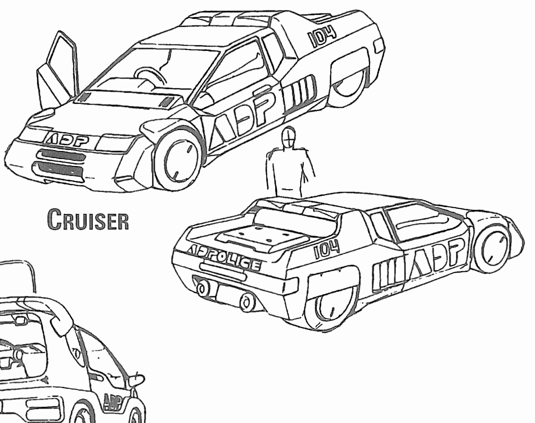
THP MOTORCYCLE



COMPACT PATROLCAR



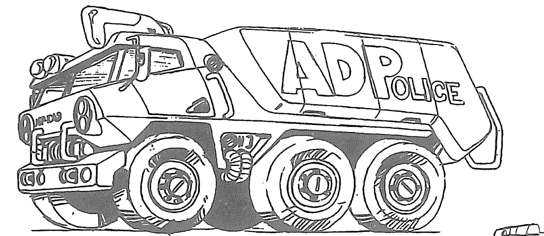
MINI-PATROLCAR

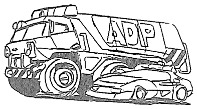


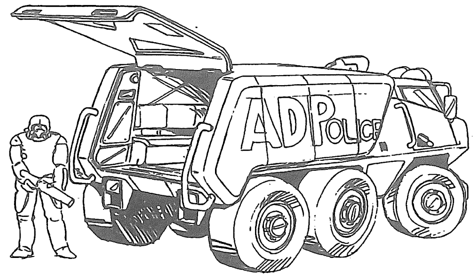
CRUISER

▼ADP TROOP TRANSPORT

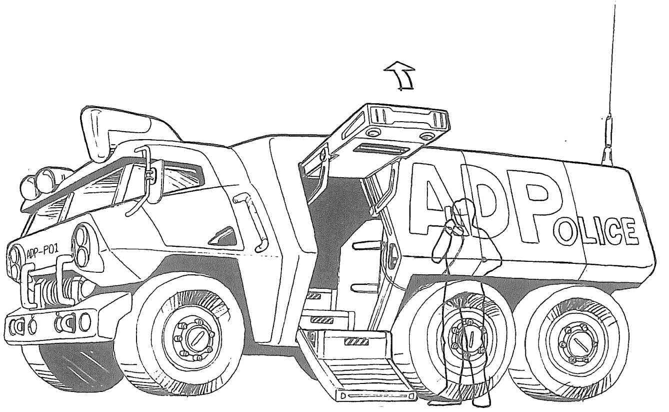
This Misaki-made heavy truck is capable of carrying twelve people (eight fully equipped and armed Frontline Officers, one driver, and three support and command officers) into battle under the protection of heavy armor. Its 2500-horsepower Gasohol-diesel engine has a maximum torque of 120kg/1400rpm. Its suspension is powerful enough to drive over a lot full of parked cars (which has been tested more than once while racing to an incident site). Overall length is 7.8m long and its wheelbase is 6.6m—although the wheelbase was extended for the Command Vehicle version, which does not have room for any troopers. Instead, it is packed with communication equipment and battlefield coordination computers. Another version, marked with black and yellow danger striping, is used to inspect and clear up the area after a battle (and survey casualties). All versions of the truck share the same cab layout and control console array.





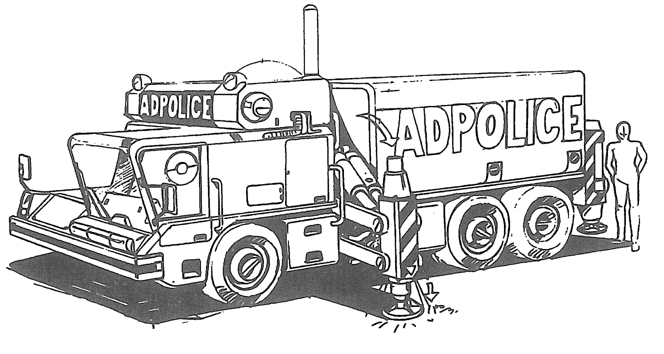


ADP TROOP TRANSPORT			10 CP
WEIGHT	4,500 kg	SPACE	1 driver, 3 ops, 8 troops
MANEUVER	-5 Ref	MOVE	9 (145kph)
1D10	LOCATION	ARMOR	STRUCTURE
1-4	Chassis	50 PD = 1.0K	90 SDP = 1.8K
5-7	Crew Cabin	50 PD = 1.0K	(hollow)
8-10	Wheels (6)	50 PD = 0.8K	35 SDP each
SUBSYSTEMS			
Headlights, loudspeaker, siren, emergency lights, rear-view monitor, Police-band radio, datalink to ADP computers. Command Vehicle type cannot hold 8 troops; instead, has long-range radio (500km) and POW 5 computer system.			

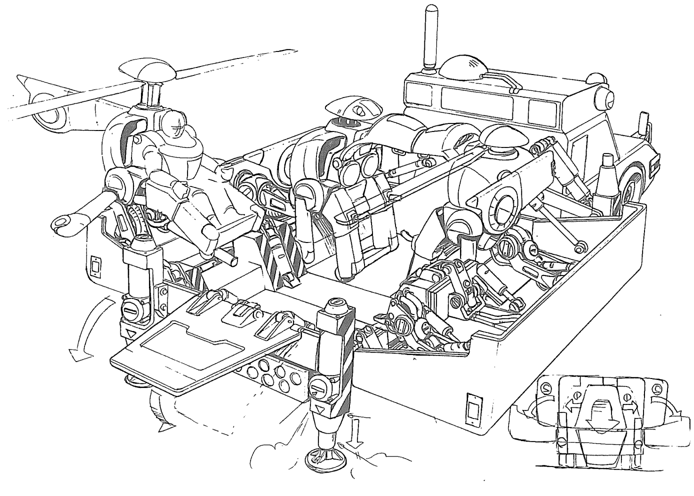


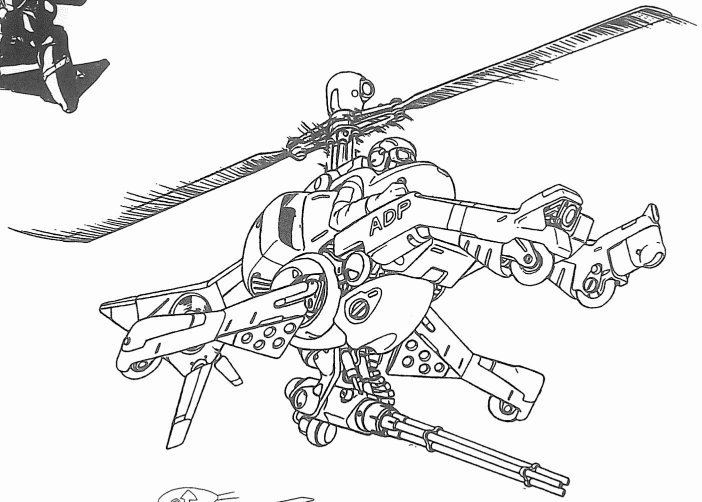
▼ADP HELIPORTER TRUCK

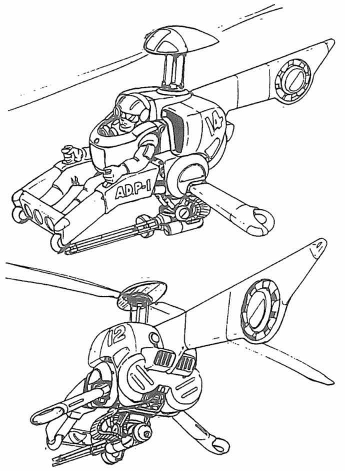
This large vehicle is used to transport the AD Police's one-man "Fire-Bee" assault mini-choppers to and from a battle site. Its armored rear section slides open to reveal four Fire-Bees, which are stored with their rotors and rear fins folded perpendicularly to their bodies, and the rear of the truck folds down to serve as a step for the pilots (who are carried separately aboard a troop transport). The truck lowers four affixed support legs to ensure the platform's stability while deploying the Fire-Bees. There are six stages to launching a Fire-Bee, which are coordinated by the driver of the truck. Once the helicopters have lifted, the driver can keep track of them via the radar dome blister atop the truck's cab. While launching of the Fire-Bees is a speedy process, recovery is much trickier, taking several minutes; the choppers must be precisely landed, collapsed, securely locked down, and reconnected to the truck's generator for recharging.

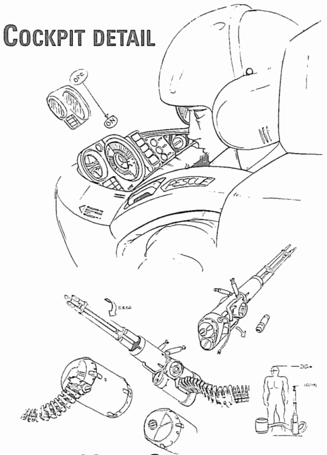


ADP HELIPORTER TRUCK			9 CP
WEIGHT	3,500 kg	SPACE	1 driver, 1 passenger
MANEUVER	-6 Ref	MOVE	9 (145kp)
1D10	LOCATION	ARMOR	STRUCTURE
1-4	Chassis	40 PD = 0.8K	120 SDP = 2.4K
5-7	Chopper Bay	40 PD = 0.8K	(hollow)
8-10	Wheels (6)	-	25 SDP each
SUBSYSTEMS: Headlights, loudspeaker, siren, emergency lights, rear-view monitor, Police-band radio, datalink to ADP computers, Hydraulic support legs, short-range radar for tracking and guidance of Fire-Bees at launch and landing, bay for 4 Fire-Bees, generator for recharging Fire-Bees.			







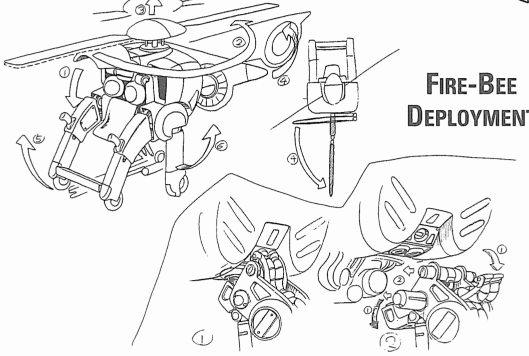


COCKPIT DETAIL

20MM CANNON DETAIL

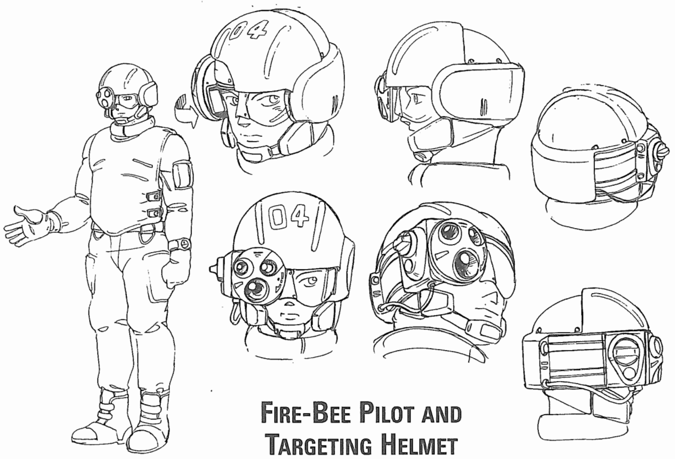
▼ADP "FIRE-BEE" MINICOPTER

Portable assault helicopter used to combat Boomers in urban areas. In cases where there is traffic congestion or areas inaccessible to ground vehicles, the Fire-Bee is useful. They are transported via heliporter truck to within their flying range, and take off from there. With its combination of underslung 20mm, tri-barrel, Vulcan cannon and high maneuverability, this machine has a formidable assault ability. In combat, the pilot engages his helmet's right-side targeting optics, slaving his head movements to the camera-aimed Gatling gun. The Gatling gun also has an attached searchlight, and the landing gear serves as in-flight stabilizers as well.

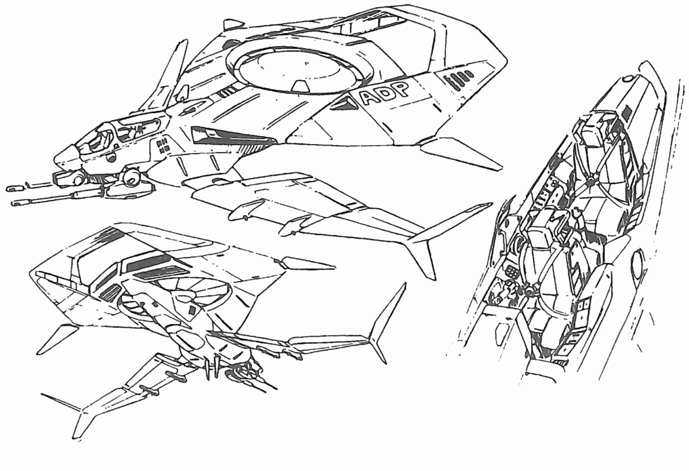


FIRE-BEE DEPLOYMENT

ADP "FIRE-BEE" MINICHOPPER					25 CP
WEIGHT	300 kg		SPACE		1 pilot
MANEUVER	-1 Ref		MOVE		10 (162kph)
1D10	LOCATION		ARMOR		STRUCTURE
1-7	Fuselage		30 PD = 0.6K		30 SDP = 0.6K
8-10	Rotorblades		10 PD = 0.2K		10 SDP = 0.2K
10 WEAPONS	WA	RNG	DMG	LOC	SPECIAL NOTES
20MM VULCAN	+1	900m	12D6	Hull	*ROF=50, 10 bursts.
SUBSYSTEMS					
Spotlight, 2-hour battery, vulcan gun slaved to pilot's helmet (equipped with lowlight, telescopic, and targeting optics).					



FIRE-BEE PILOT AND TARGETING HELMET



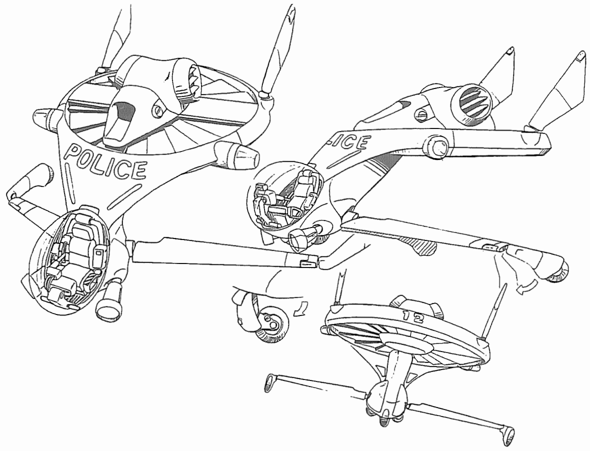
▼ADP "HORNET" PURSUIT CHOPPER

This combat helicopter is sanctioned for use by the ADP for aerial pursuit and combat. The Hornet can fly at high speeds and is armed with twin 20mm chain guns located beneath the two-seat control cabin. Being designed for dogfighting, its wings each have two pylons which can mount air-to-air missiles or other ordnance (although this requires special authorization).

ADP "HORNET" PURSUIT CHOPPER					50 CP
WEIGHT	4,454 kg		SPACE		1 pilot, 1 gunner
MANEUVER	-2 Ref		MOVE		23 (375kph)
1D10	LOCATION		ARMOR		STRUCTURE
1-8	Fuselage		40 PD = 0.8K		60 SDP = 1.2K
9-10	Wings (R, L)		40 PD = 0.8K		50 SDP = 1.0K
10 WEAPONS	WA	RNG	DMG	LOC	SPECIAL NOTES
20MM MG X2	+1	900m	12D6x2	Hull	*ROF=20, 25 bursts.
SUBSYSTEMS: 2 ejection seats, police-band radio & datalink to ADP computers, lowlight & telescopic & targeting sensors.					

▼N-POLICE PATROL CHOPPER

This lightweight, one-man aerodyne is designed for long-duration flights and ground surveillance. The normal police use the searchlights of these choppers to seek out fleeing suspects, getaway vehicles, and accidents. They then coordinate with the police officers on the ground, inspecting the area and reporting casualties. Since these unarmed ground-surveillance craft don't fly at high altitudes, the pilots don't need oxygen masks.

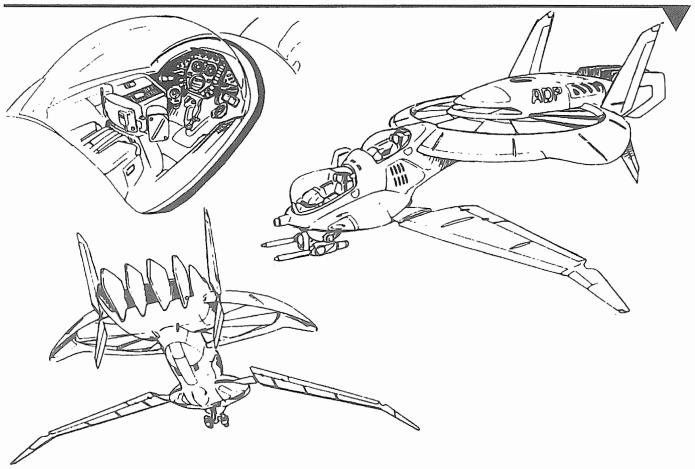


VALUE: 12 CP

Weight: 2623kg, Maneuver Value: -4 Ref
Armor: PD10 = 0.2K, SDP50 = 1.0K.
Move: 11 (180kph), Passengers: 1 pilot.
Ejection seat, police-band radio & datalink to ADP computers, Searchlight, telescopic sensors.

▼ADP COMBAT CHOPPER

This security aerodyne is a heavily modified version of the patrol chopper used by the N-Police. The AD Police model carries one pilot plus one gunner for the twin 20mm chainguns which were mounted under the nose. Unlike the patrol model, these choppers are designed to attack ground targets and as such they are armored to some extent, and are substantially more maneuverable thanks to redesigned wings and control surfaces.

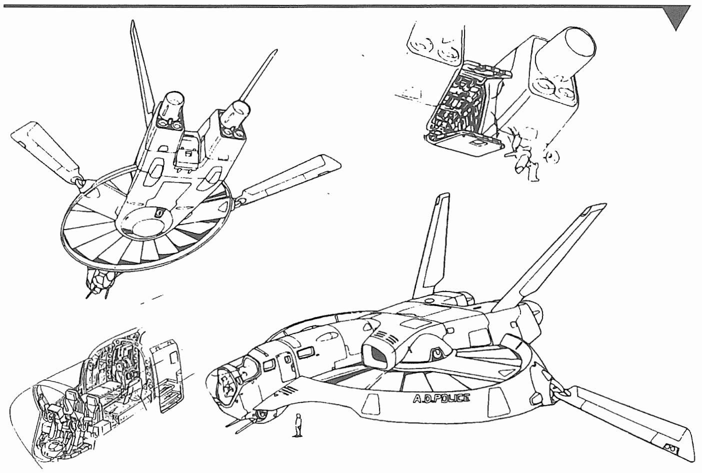


VALUE: 42 CP

Weight: 3200kg, Maneuver Value: -3 Ref, Armor: PD35 = 0.7K, SDP50 = 1.0K, Move: 15 (235kph), Passengers: 1 pilot, 1 gunner. Systems: 2 Ejection seats, police-band radio & datalink to ADP computers, sensors with targeting, lowlight & telescopics. Weapons: Twin 20mm Chainguns (+1WA, Range 800m, Damage 12D6 x2, 25 bursts).

▼ADP HEAVY CHOPPER

This giant aerodyne is used by the AD Police only in emergency situations. Though unarmed, its heavy lifting power jet-engine boosters allow it to airlift fully armed Frontline Officers and Powered Suits into trouble zones rapidly. Its rear hatchway opens into a cabin of equal volume to that of an ADP Troop Transport, but because of this helicopter's monstrous size and expense, the ADP headquarters only has a few on call.

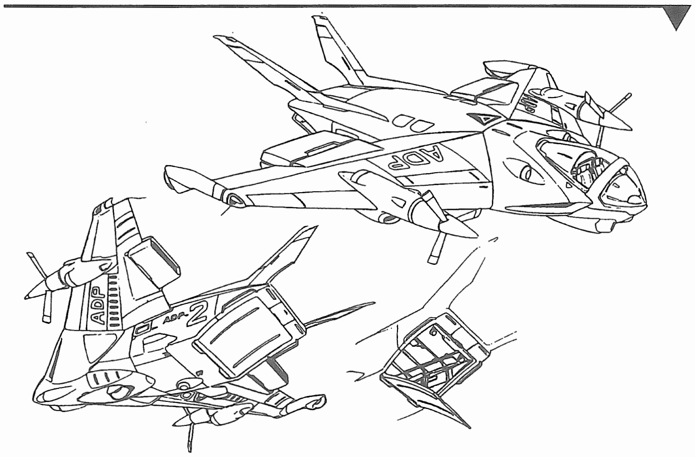


VALUE: 23 CP

Weight: 6500kg, Maneuver Value: -5 Ref
Armor: PD40 = 0.8K, SDP120 = 2.4K.
Move: 11 (180kph), Passengers: 1 pilot, 10 passengers.
Systems: Police-band radio & datalink to ADP computers, sensors with lowlight & telescopics, bay can hold 10 troops or 4 Powered Suits.

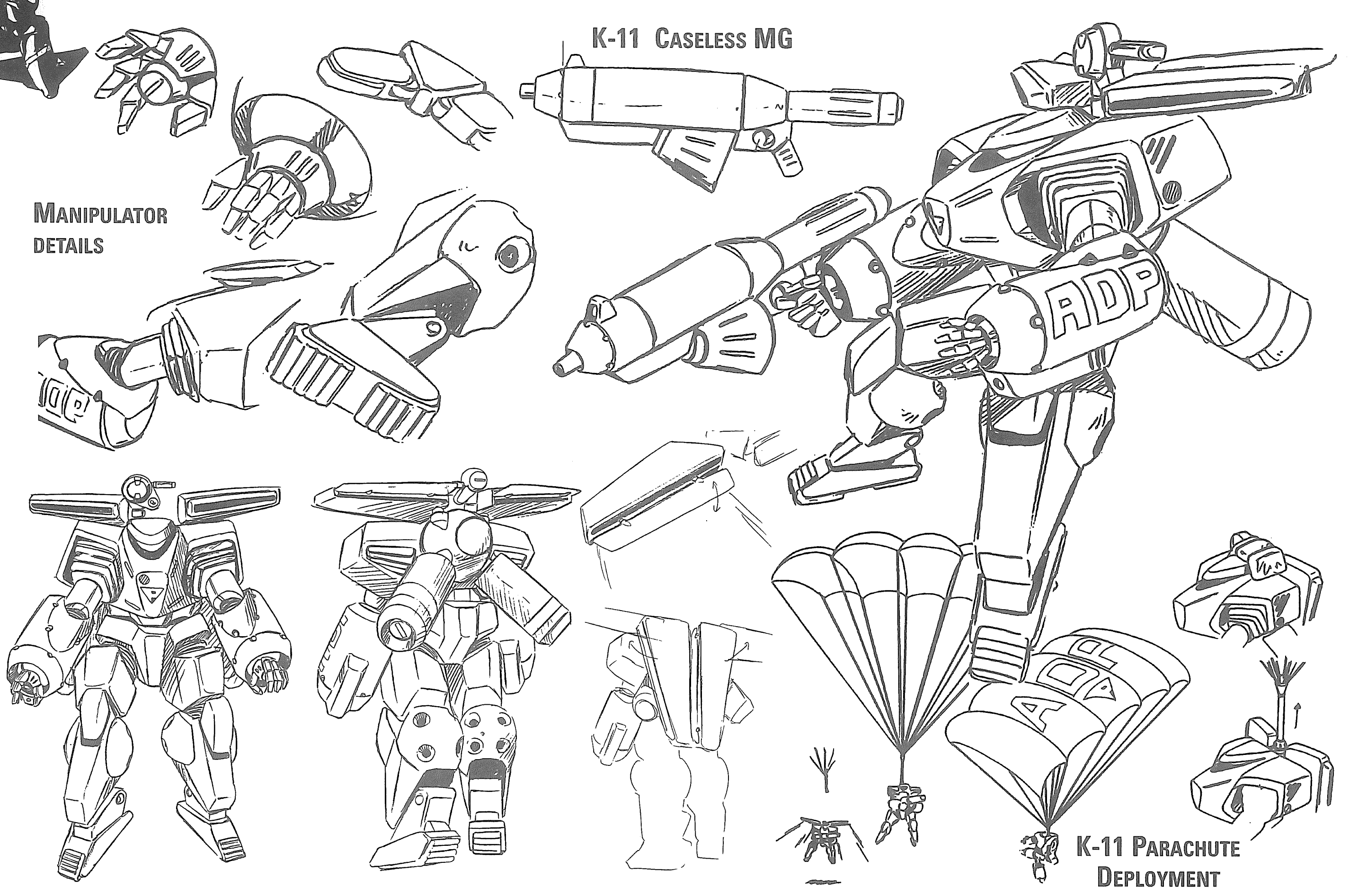
▼ADP TRANSPORTER

This transport aircraft is used to carry an armored battle team of K-11s, the ADP's main assault weapon. Each transporter has a two-man crew and can carry a battle team of four K-11 armored Powered Suits (although current ADP funding only allows for teams of two suits each). The team is brought over the deployment area and then parachutes to the ground (rather than using military reverse rocket booster packs). The Transporter is powered by two turbo-prop engines, but each wing houses an afterburner to ensure speedy arrival at an incident site.



VALUE: 20 CP

Weight: 5050kg, Maneuver: -4 Ref, Armor: PD40 = 0.8K, SDP90 = 1.8K, Move: 15 (240kph), Passengers: 2 pilots. Systems: Police-band radio & datalink, sensors with lowlight & telescopics, bay for 10 troops or 4 Powered Suits.



▼K-11 POWERED SUIT

In the early 1990s, the Slave Trooper MADOX Powered Suit went into production. While its chassis was relatively simple, its internal systems were highly advanced for the time, so its design theory was employed by the military for their K-series Powered Suits. Originally designed for the USSD, the K-11 has since been replaced by more advanced models. At the same time, ever-worsening Boomer crimes prompted the AD Police to adopt it as a front-line weapon in anti-Boomer combat.

The ADP K-11 has elaborate scanning systems housed in the chest, which increases the head's frontal protection and the pilot's field of vision over the old MADOX units. It mounts ducted fans in its wings to allow it to dash about like a hovercraft, and an optional parachute pack makes the unit airdeployable. It is armed with a hand-held, caseless machinegun.

Pilots have said that manning a K-11 feels like riding a motorcycle; green pilots often get sick from operating one. Since a Powered Suit synchronistically mimics the movements of its pilot, each machine must be adjusted for its operator's body and athletic abilities. These adjustments are so precise as to accommodate only the pilot fitted for the unit. Should another person board the suit, he'd be able to do little more than stumble about and probably wind up spraining something in the process.

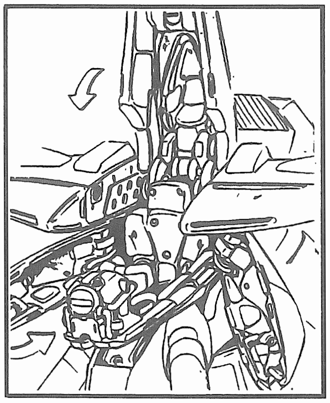
They can be terrible maintenance hogs as well. Before being fielded, each K-11 must go through a very detailed check—since they have so many moving parts, this check is actually more complex and lengthy than that of a fighter plane!

Being a K-11 pilot is alluring duty for most troopers, so there's usually a shortage of available machines, but the gruesome reality of combat kills many a pilot. While Powered Suits have better firepower than other cops (thanks to portable heavy weapons), Boomers often have superior maneuverability and endurance…

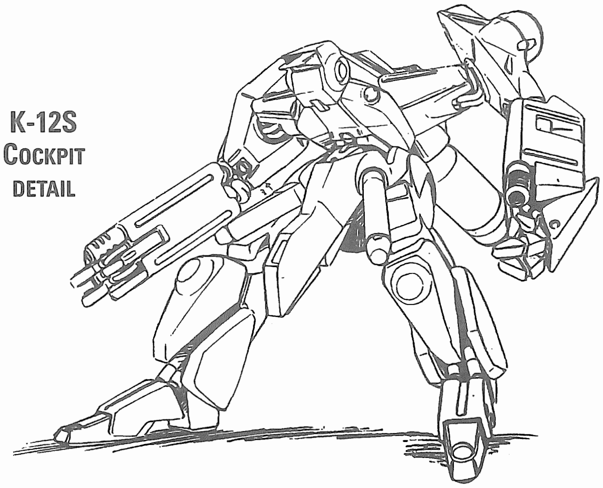
K-11			58 CP
WEIGHT	1135 kg	BATTERY TIME	6 hours
MANEUVER	-4 DEX & REF	RUNNING	Max MOVE = 8
STRENGTH	STR 10	HOVERING	7 (108kph)
SENSOR RANGE	3.5 km	COMM RANGE	100 km
ARMOR PD	0.8K = 40 Hits	STRUCTURE	1.0K = 50 Hits

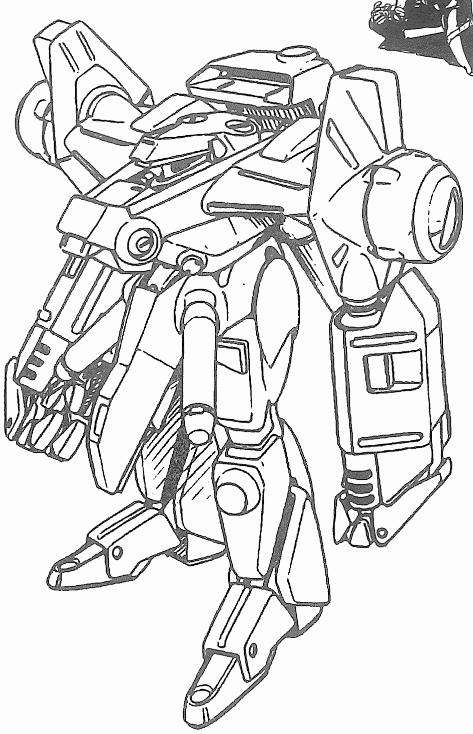
WEAPON	WA	RNG	DMG	LOC	SPECIAL NOTES
CASELESS MG	+0	450m	12D6AP*	Hands	*ROF 15, 7 bursts.
HAND-TO-HAND	+0	-	10D6h*	A, A	i.e., 0.7K Killing.

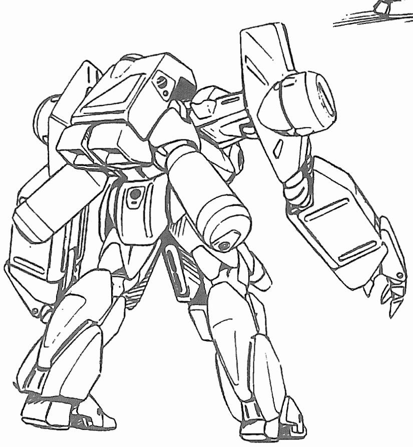
SUBSYSTEMS
• Life Support (full sealing vs Nuclear, Biological & Chemical agents)
• Sensor suite (optical, audio, radio, targeting, low-light vision, instrumentation, Heads-Up Display with +1 Perception).
• ECCM System (Rank = 3) and radio scrambler.
• 2 Hoverflight wings which allow the powered suit to "skim" along the surface (if a called shot at -3 is made and armor is penetrated, a wing is destroyed).
• Maneuvering vernier-rockets in legs.
• Spotlight (top-mounted).
• Emergency ejection function (blows operator out of back of suit).
• Forearm and shoulder hardpoints.
• Parachute: Allows powered suit to be airdropped, but incurs a -1 penalty on Ref, Dex and Movement until ditched.

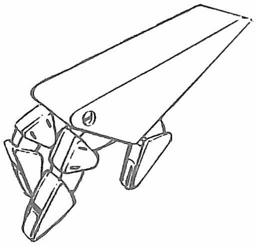


K-12S Cockpit detail

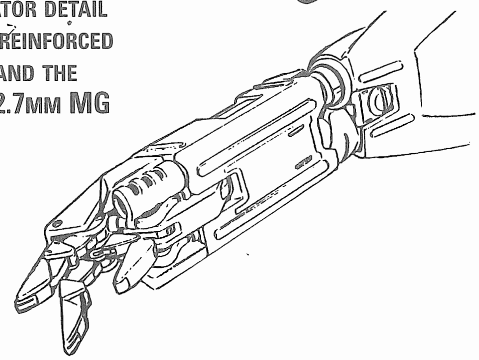








Manipulator detail featuring reinforced digits and the built-in 12.7mm MG



K-12S			85 CP
WEIGHT	1870 kg	BATTERY TIME	5 hours
MANEUVER	-4 DEX & REF	RUNNING	Max MOVE = 8
STRENGTH	STR 15	JUMPJETS	50m
SENSOR RANGE	3.5 km	COMM RANGE	100 km
ARMOR PD	1.0K = 50 Hits	STRUCTURE	1.4K = 70 Hits

WEAPON	WA	RNG	DMG	LOC	SPECIAL NOTES
12.7MM MG X2	-1	400m	10D6AP*	Hands	*ROF 20, 12 bursts.
HAND-TO-HAND	+0	-	15D6*	A, A	i.e., 2.0K Killing.

SUBSYSTEMS

- Life Support (full sealing vs Nuclear, Biological & Chemical agents)
- Sensor suite (optical, audio, radio, targeting, low-light vision, instrumentation, Heads-Up Display with +2 Perception).
- ECCM System (Rank = 3) and radio scrambler.
- Jumpjets mounted in back and legs for rocket-assisted jumps, and allow powered suit to be airdropped.
- 12.7mm MGs are Linked (not Cross-Linked).
- Spotlight (top-mounted).
- Emergency ejection function (blows operator out of back of suit).
- Forearm and torso hardpoints.
- K-12S' armor is *Fusion-Proof.*

▼K-12S BATTLESUIT

Much of the ADP's equipment was originally designed for the military, but this brand-new weapon is unique to the AD Police. As the MADOX-type eventually evolved into the K-11, the K-12S is a structural hybrid between a K-series Powered Suit and a D-series Battlemover. In fact, the K-12 was developed by AD Police researchers precisely to rectify the many shortcomings of the K-11.

For example, the K-11's fingers are rather fragile; when they become damaged, that Powered Suit loses its ability to use hand-held weapons (which are its only armament). Therefore, the hands of the K-12S have only three fingers each; these unusual hands have exceptional gripping power and endurance, as well as enhanced punching damage, yet are still capable of using hand-held weaponry.

The K-12S also possesses superior armor protection and firepower; each arm mounts a 12.7mm chaingun, with the muzzle positioned just above the thumb (the cylindrical objects on each shoulder are ammunition drums). To increase mobility, two sub-power cylinders were installed in the K-12S' frontal abdomen section. The battlesuit's armor plating is not just more durable than the K-11's, more importantly, it is *Fusion-resistant.* This Anti-Fusion Armor was rushed into production after a particularly horrible incident in 2032; while fighting a K-11, a renegade C-type Boomer fused with the ADP Powered Suit and crushed the pilot inside his own armor. The ADP are determined not to let this happen again…

▼AD POLICE WEAPONRY

Considering the physical toughness of Boomers (even domestic ones like waitress types), the ADP's standard firearms are not mere handguns but are instead high-power military weapons. However, the AD Police are caught between a rock and a hard place—they need high-power weapons to fight Boomers, but they can't use them safely in urban combat due to the likelihood of damaging buildings and injuring civilians.

ADP WEAPONRY

1. M42-A1 SHORT MACHINEGUN (10 CP)

WA	Range	DC	ROF	Shots	Cost
+2	200m	7D6	42	66	¥100,000

Manufactured by Misaki Arms exclusively for AD Police use, the M42-A1 can fire its 10mm brass-cased rounds from its 66-shot box magazine at a rate of 850 rounds per minute. The weapon is slide-cocked, with a built-in lasersight and collapsible stock, and it can be loaded with armor-piercing explosive ammunition (1/2 PD)—an addictive toy indeed.

2. 12-GAUGE RIOT SHOTGUN (5 CP)

WA	Range	DC	ROF	Shots	Cost
-1	50m	6D6	1	7+1	¥50,000

This pump-action scattergun holds seven rounds in its tube magazine, plus one in the chamber. It must be hand-reloaded shell by shell. The AD Police use shotguns mainly for crowd control (with buckshot rounds), but slugs or even shaped-charge shells can be loaded for use against Boomers. The effectiveness of such ammunition against Boomers is inconsistent, however.

3. "STOMACH" RAILGUN (20 CP)

WA	Range	DC	ROF	Shots	Cost
+0	300m	14D6AP	2	3	¥600,000

This is an experimental gauss gun currently being field-tested through limited issue to the AD Police (selected ADP command officers have been issued such weapons, each one carrying it in the trunk of his Road Chaser). The Stomach uses a spinning motor system to generate the energy which magnetically accelerates its armor-piercing slugs to hypersonic velocities. The walnut-sized slugs are loaded singly into the top-fitted magazine; there's room for only three shots. Do *you* have the guts for it?

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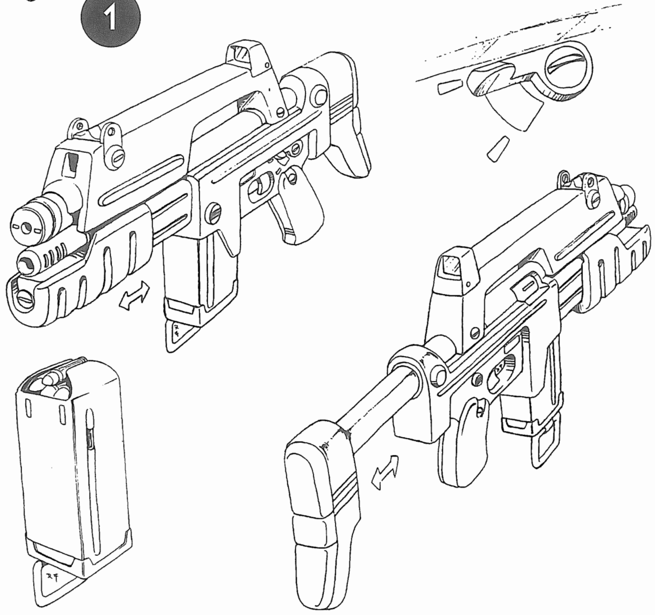

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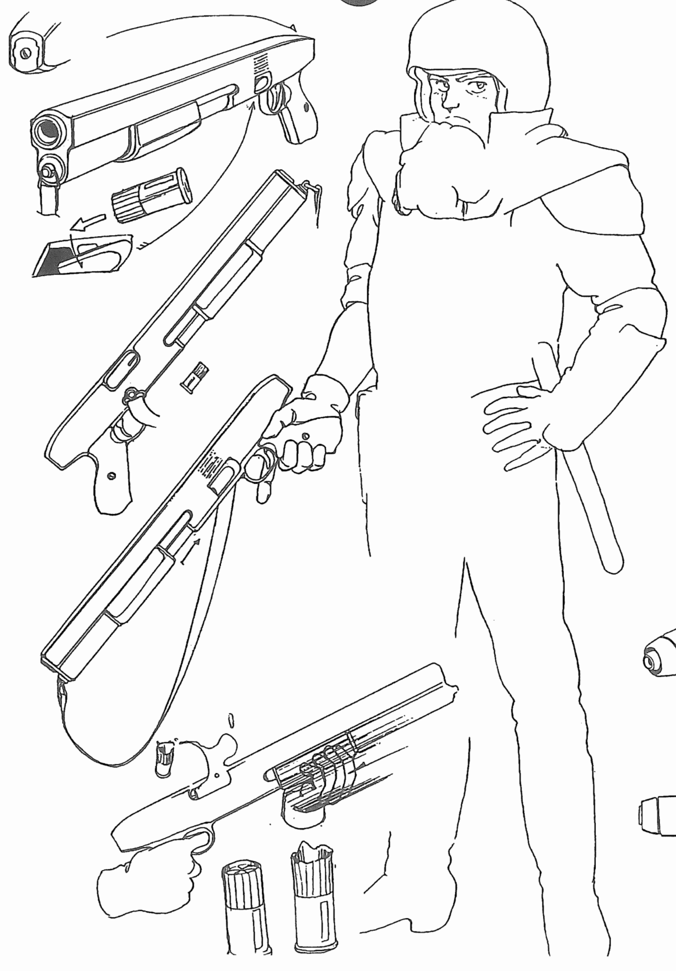

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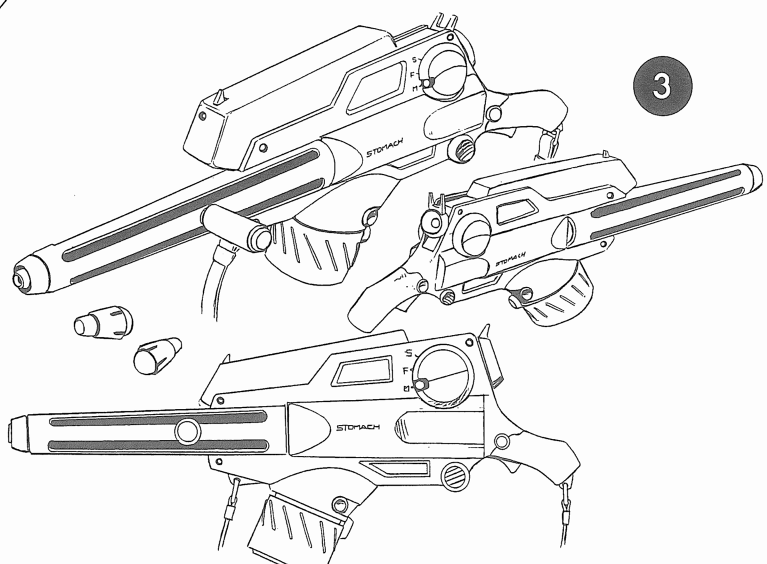

ADP WEAPONRY (CONTINUED)

4. ANTI-BOOMER ASSAULT GUN (6 CP)

WA	Range	DC	ROF	Shots	Cost
-2	100m	varies*	1	1	¥50,000

This light grenade launcher can fire anti-armor, fragmentation, gas, or flare shells. A well-placed anti-armor grenade can actually kill a Boomer with one shot. The Assault Gun is a popular weapon among ADP officers—they say it's the ideal "close combat weapon" for fighting Boomers! *See Grenades, page 141.

5. SEMI-AUTOMATIC HOMING ROCKET LAUNCHER (24CP)

WA	Range	DC	ROF	Shots	Cost
+0*	800m	3.0K AP	1	1	¥200,000

This powerful weapon is capable of defeating the armor of even the latest MBTs, but it's rarely used in urban areas due to collateral damage. For those grave situations where it must be used inside city limits, the rocket shells are equipped with a self-destruct function and an emergency braking system. *Brilliant guidance: 18 + die roll.

6. 50MM "BERNIE" RECOILESS CANNON (15 CP)

WA	Range	DC	ROF	Shots	Cost
-1	500m	1.7K	1	1	¥300,000

Designed for use against rogue Boomers, the "Bernie" is a specailly remodeled military weapon—an ultra high-velocity light cannon. The ADP version has blast-venting nozzles fitted to the rear, and the cannon is portable thanks to its towing assembly (which is equipped with brakes and signal lights).

7. 20/12 ANTI-BOOMER GERLITCH RIFLE (22 CP)

WA	Range	DC	ROF	Shots	Cost
+1	1000m	13D6AP	1	10	¥400,000

This squeezebore weapon was developed to solve the problem of collateral damage caused to cities by powerful artillery, anti-tank rockets, and missiles in cities. The 12mm ammunition fired from this cannon travels with tremendous velocity (approximately 1300m/s) and delivers a remarkable effect upon impact. It suffers from being bulky and having a short lifespan (due to severe barrel wear).

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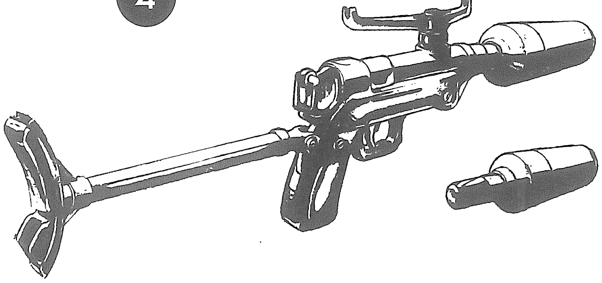

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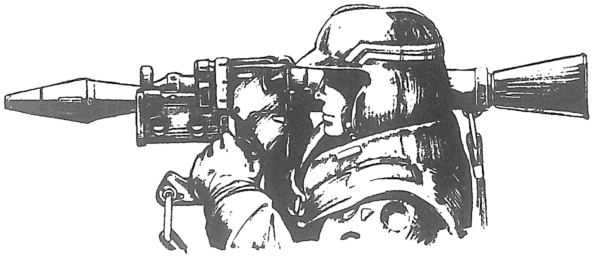

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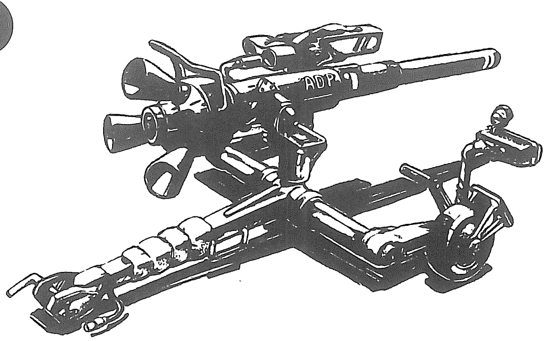

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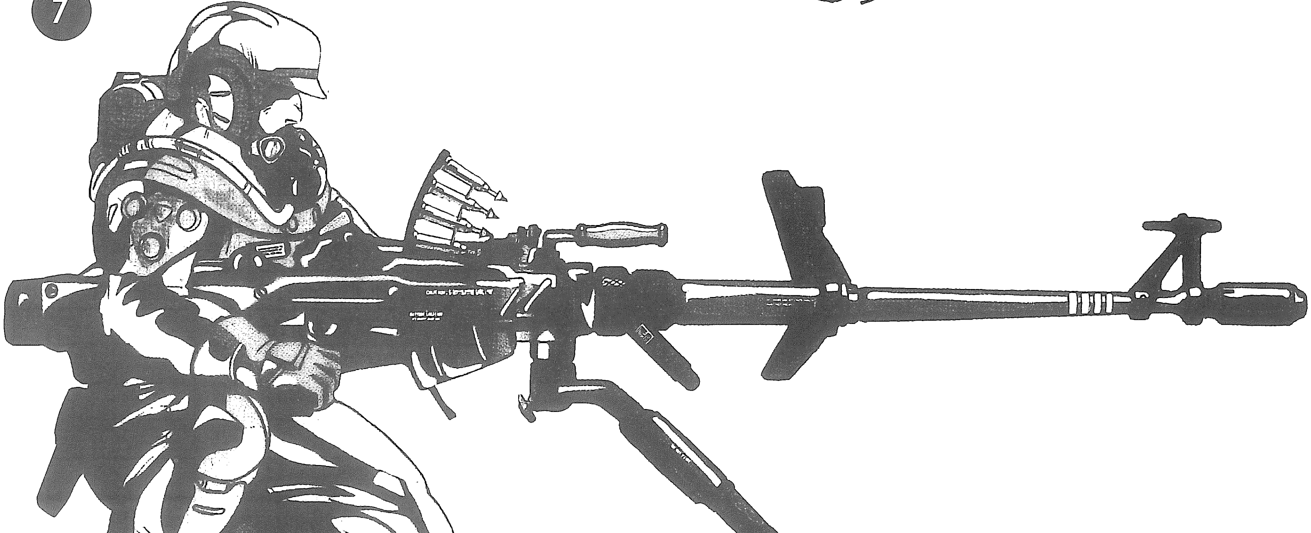
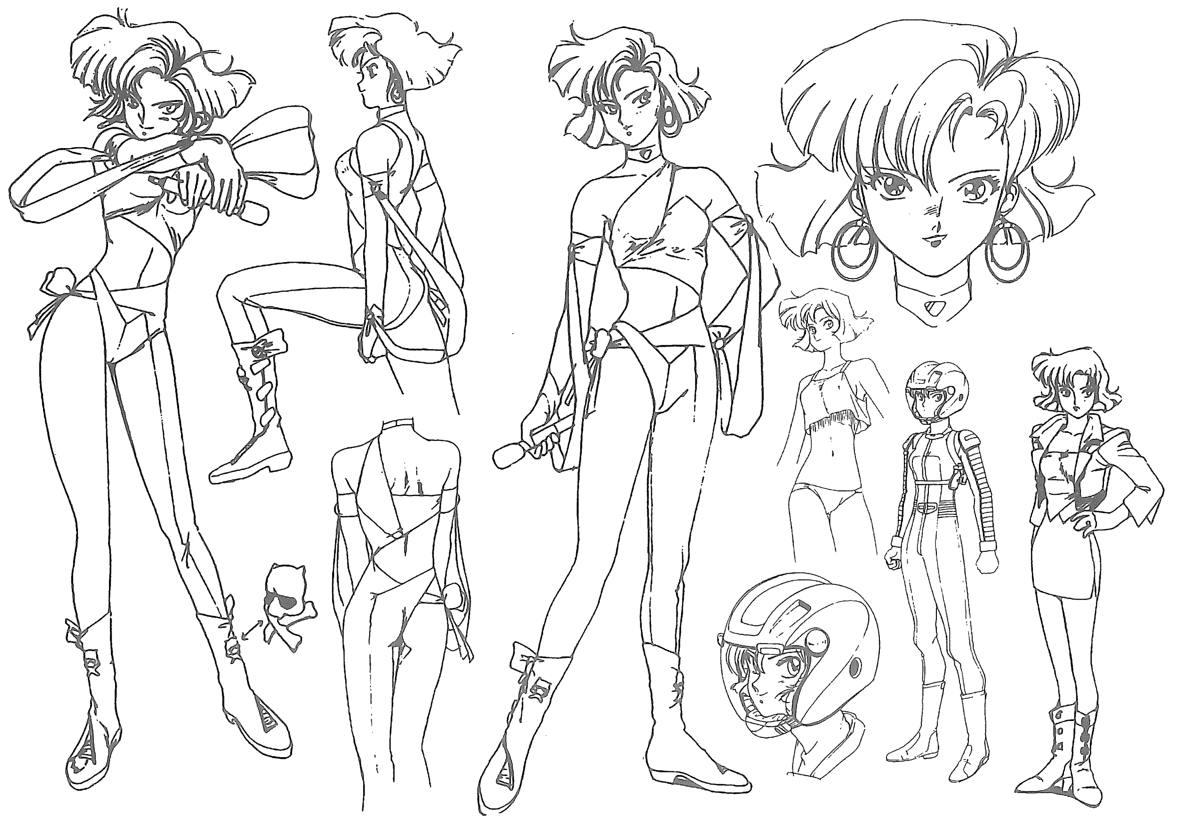




▼REIKA CHANG/"VISION"

AGE: 24. See trivia note below.

Reika has spent most of her life defying authority. Her family has led Hou Bang for generations; her own father led this triad (a Chinese secret society; Hou Bang means "the Tiger Corps") until he and her mother were killed by the Gulf & Bradley Corporation, leaving a void in the Hou Bang successorship. Reika didn't care about this; she hated her clan with a passion and wished only to become a successful singer. She assumed the identity of Vision and used Hou Bang's resources to keep her true name secret.

Vision and became very popular, climbing the World Top 10 until she dropped out of sight in mid-2032. This disappearance was due to the death of Reika's sister Irene, who was killed by Genom (in "Born to Kill"). Determined to see justice done, Reika choose to embrace Hou Bang because they could provide her the instruments of her revenge. The Knight Sabers managed to deflect Reika's quest for blood, and for the moment Vision's singing career continues. Reika's future remains unclear; she could ascend to the leadership of Hou Bang or follow her musical career with her new band, the Revengers. It may be tough to do both.

NOTES

Independent and beautiful, Reika is an emotional person, easily moved to grief or fury. Her music expresses this fiery personality, but she finds that she's too humane to kill. Still, thanks to her training by Hou Bang, she can handle herself in a fight and pilot the Genki. In addition, the triad and her own musical success give her many resources, such as a lot of cash, her own jet aircraft ... and her own personal Battlemover.

Trivia: Because of her voice actress' problematic singing contract, Priss was originally slated to die in "Red Eyes" and be replaced by Vision. Luckily, Priss was saved thanks to her popularity with the fans and creators.

VISION

AGE	24	JOB	Rock Singer						
INT	6	PERS	9	WILL	5	TECH	9	MOVE	6
REF	7	DEX	6	STR	2	CON	7	BODY	4
LUCK	13	MAX	72kg	LIFT	36kg	CAR	18kg	THRW	4m
PNCH	2D6	KICK	3D6	RUN	18m	LEAP	3m	SWIM	6m
STUN	20	PD	-14	HITS	20	RCVR	9	RES	15

SKILL	LVL	SKILL	LVL	OPTIONS	LVL
PERCEPTION*	+5	FIREARMS	+4	BEAUTIFUL	-
CONCENTRATION*	+7	GUNNERY	+3	COMBAT SENSE	+X
EDUCATION*	+4	MECHAPILOT	+3	HOU BANG	-
PERSUASION*	+5	DRIVING	+4	SECRET IDENTITY	-
SOCIAL*	+6	DETECTIVE	+2	MARTIAL ARTIST	3
LOCAL KNOWLEDGE*	+3	ESPIONAGE	+1	STUBBORN	-
TEACHING*	+2	WARDROBE & STYLE	+7		
ATHLETICS*	+4	PERFORMANCE	+10		
STEALTH	+3	BASIC TECH	+2		
HAND-TO-HAND	+4	HIGH TECH	+2		
MELEE	+3				

EQUIPMENT: Private learjet, Battlemover (custom GD-42 "Genki"), piloting suit (PD15), Combat Magnum, stage costumes and high-fashion clothes, musical equipment, Rich Lifestyle (mansion in Hong Kong) and an entourage of assistants/bodyguards.

▼KOU

AGE: 29. HEIGHT: 180cm.

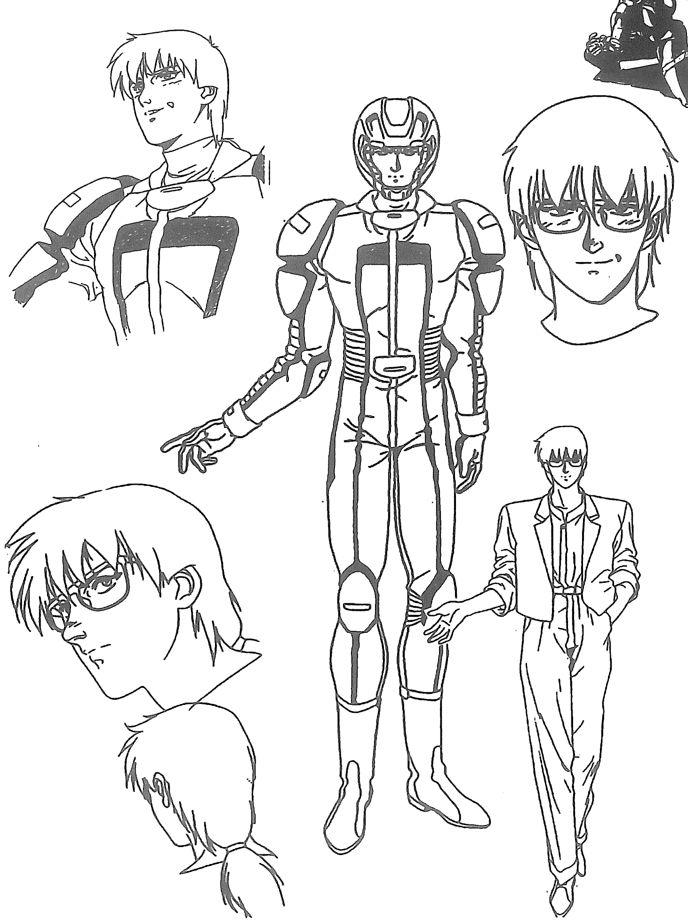
Kou is a lifelong member of Hou Bang and a loyal servant of the Chang family. He has known Reika since both of them were children and protecting her is his entire purpose in life. They are very close, and Kou has become her primary confidante and best friend since Irene's death. It's entirely possible that he's in love with her, but it would be difficult (potentially inconceivable) for him to approach someone he sees as so far above his station. He piloted the Genki with Reika and supported her in her quest for revenge; in fact, it was he who actually killed the chairman of G&B.

NOTES

Tall, well built, and handsome, he is a snappy dresser and his long, tied-back hair hints at his warrior spirit. Kou is accomplished at numerous forms of combat, from martial arts to firearms to mecha piloting.

KOU									
INT	7	PERS	5	COOL	9	TECH	5	MOVE	7
REF	8	DEX	8	STR	4	CON	8	BODY	6
LUCK	15	MAX	144kg	LIFT	72kg	CAR	36kg	THRW	8m
PNCH	4D6	KICK	5D6	RUN	21m	LEAP	3.5m	SWIM	7m
STUN	30	PD	-16	HITS	30	RCVR	12	RES	27

SKILL	LVL	SKILL	LVL	SKILL	LVL
PERCEPTION*	+5	SOCIAL*	+6	HTH (MARTIAL)	+8
CONCENTRATION*	+9	LOCAL*	+3	HANDGUN	+6
EDUCATION*	+3	TEACH*	+5	MECHAPILOT	+7
PERSUASION*	+4	ATHLETICS*	+7	GUNNERY	+8



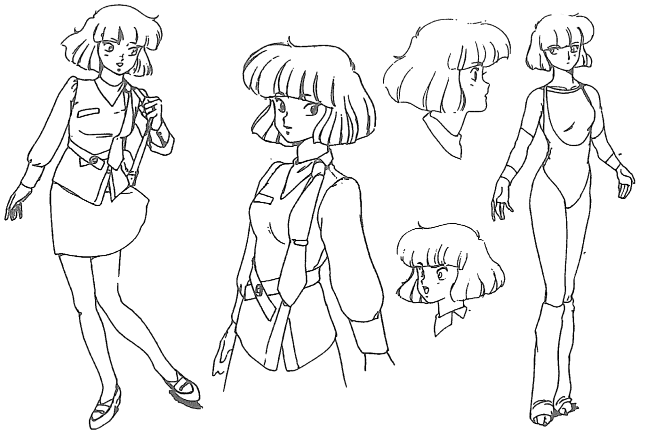
▼IRENE CHANG

Deceased as of Late 2033.

Reika's little sister didn't want to be a part of the shadow world—she moved to MegaTokyo under the assumed name of Irene Can and led a peaceful life in Yokohama. She met Linna at Phoebe's (the aerobics studio) and they quickly became best friends. Irene became engaged to a Genom engineer, but no-one knew he was working on Mason's SuperBoomer project. When he was killed in a cover-up, Irene swore to expose Genom's evildoing—and was killed too. Her death inspired the Knight Sabers' attack on Genom's Kawasaki facility and, eventually, Reika's vengeful quest…

IMPORTANT STATS

INT 5, PERS 4, COOL 4, TECH 4, MOVE 2, REF 4, DEX 2, STR 2, CON 4, BOD 3. Perception +3, Persuasion +2, Education +5, Athletics +3.



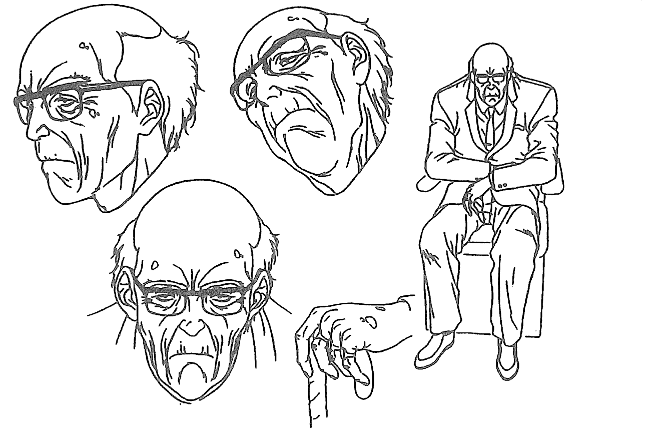
▼DR.CHANG CHONGK

Personal information unknown.

The elderly leader of Hou Bang, the rich and powerful Dr. Chang is the loving grandfather of Reika and Irene. When his son and daughter-in-law were killed in 2018 by Gulf & Bradley, the Chang Group (the corporate front for Hou Bang) became the bitter enemies of G&B. While Dr. Chang has maintained this grudge, he has also done all he can to take care of his granddaughters, giving them anything they need. Despite their denial of Hou Bang, he still looked after them, even helping Reika in her crusade against Genom and G&B. Patient, caring, but ruthless, he still hopes Reika will return to the triad fold.

IMPORTANT STATS

INT 9, PERS 8, COOL 9, TECH 7, MOVE 0, REF 1, DEX 0, STR 1, CON 2, BOD 2. Perception +7, Persuasion +6, Education +9, Espionage +10.



J. B. GIBSON

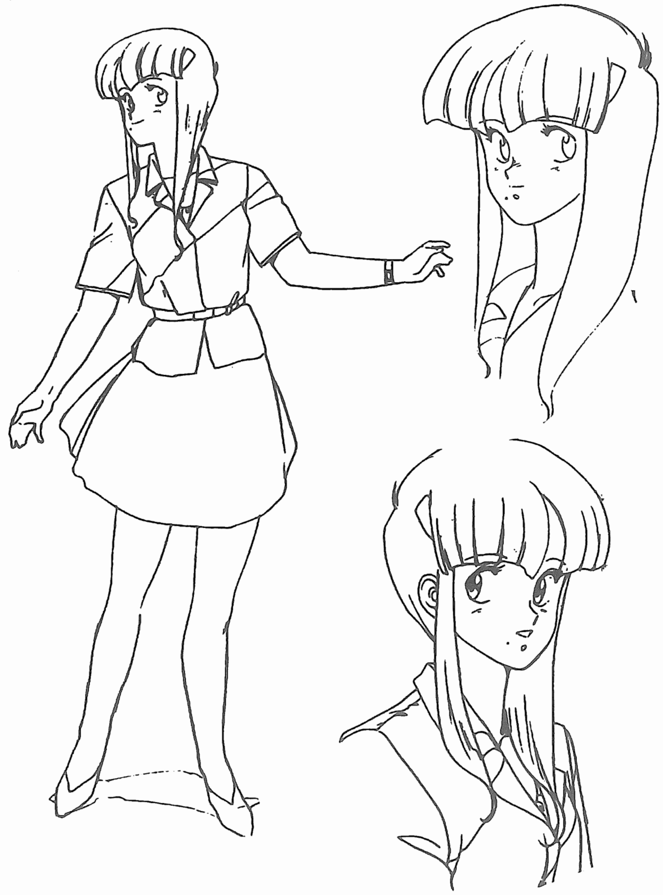
Arrested in early 2033.

J.B. Gibson is an ex-racer who, as an auto afficionado and mechanic, bought an HMJ Griffon II for a hobby car. He and his girlfriend Naomi were taking it for a ride when the Outriders motorcycle gang attacked them; Gibson was severely injured and Naomi went into a state of shock. Possessed by rage, Gibson gradually turned his car into a weapon of revenge. With the aid of his friend Dr. Raven (who had no idea about Gibson's obsession), his Griffon became a pseudo-intelligent cybermonster, and only the Knight Sabers' intervention prevented a tragedy from occurring.

Gibson is not an evil man—in fact, he's quite honorable. His judgement and sense of perspective were overcome by his grief at Naomi's trauma, but he still demonstrated some morals: While he did lead the N-Police on an incredible chase, he didn't deliberately kill any of them.

GIBSON									
INT	4	PERS	6	COOL	5	TECH	9	MOVE	5
REF	9	DEX	7	STR	5	CON	5	BODY	5
LUCK	13	MAX	200kg	LIFT	100kg	CAR	50kg	THRW	10m
PNCH	5D6	KICK	6D6	RUN	15m	LEAP	2.5m	SWIM	5m
STUN	25	PD	-10	HITS	25	RCVR	10	RES	15

SKILL	LVL	SKILL	LVL	SKILL	LVL
PERCEPTION*	+3	SOCIAL*	+2	HANDGUN	+3
CONCENTRATION*	+6	LOCAL*	+5	DRIVING	+10
EDUCATION*	+3	TEACH*	+2	BASIC TECH	+8
PERSUASION*	+5	ATHLETICS*	+3	HIGH TECH	+6



NAOMI ANDERSON

Arrested in early 2033.

Naomi is Gibson's girlfriend and is normally an energetic (if somewhat moody) person. She is very much in love with him, and even though his fascination with cars is something she could live without, she enjoys spending time with him and that crazy old mechanic Dr. Raven.

All of her worst fears came true when Gibson and she were attacked by the Outriders motorcycle gang—he was horribly wounded before her eyes, and she herself was assaulted in ways which her mind will not allow her to remember. It was too much for her to bear, and Naomi retreated into a place where she could be safe, namely a semi-comatose state.

It wasn't until Gibson's urge for revenge had gotten them into a similar predicament that Naomi came to her senses again. She still has an instinctive dislike of motorcycles, but she's otherwise recovered.

NAOMI									
INT	5	PERS	3	COOL	1	TECH	4	MOVE	3
REF	3	DEX	4	STR	2	CON	1	BODY	3
LUCK	8	MAX	72kg	LIFT	36kg	CAR	18kg	THRW	4m
PNCH	2D6	KICK	3D6	RUN	9m	LEAP	1.5m	SWIM	3m
STUN	15	PD	-2	HITS	15	RCVR	3	RES	3

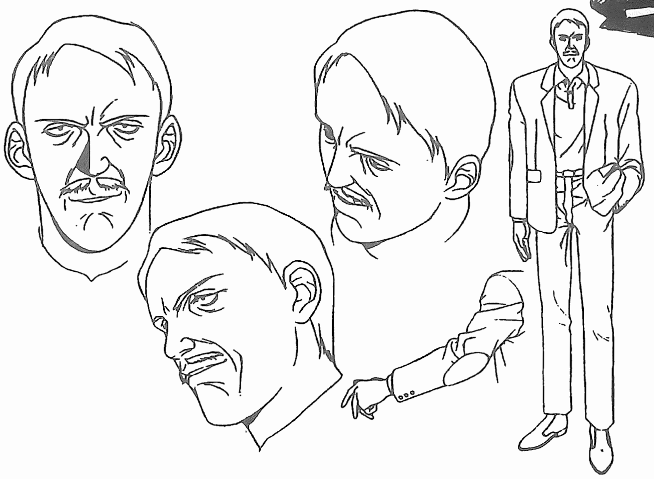
SKILL	LVL	SKILL	LVL	SKILL	LVL
PERCEPTION*	+3	SOCIAL*	+6	DOMESTIC	+6
CONCENTRATION*	+2	LOCAL*	+4	DRIVING	+3
EDUCATION*	+4	TEACH*	+2	WARDROBE & STYLE	+3
PERSUASION*	+6	ATHLETICS*	+2		

▼DR. RICHARD MCLAREN

AGE: 43. Arrested in June 2033.

Dr. McLaren was born in New York in 1990 and graduated from MIT with a degree in the rapidly advancing field of biotechnology. He was immediately hired by the Gulf & Bradley Corporation. He loved his job, as his employers would get him almost anything to keep him happy and productive. He expected his Genom-related transfer to Japan to be a geisha-happy romp, but instead he was nearly killed as he became a target of Reika's crusade. Hiring the Knight Sabers as bodyguards saved his life, but didn't save him from the law. He will be serving a long prison sentence—unless G&B pulls some strings . . .

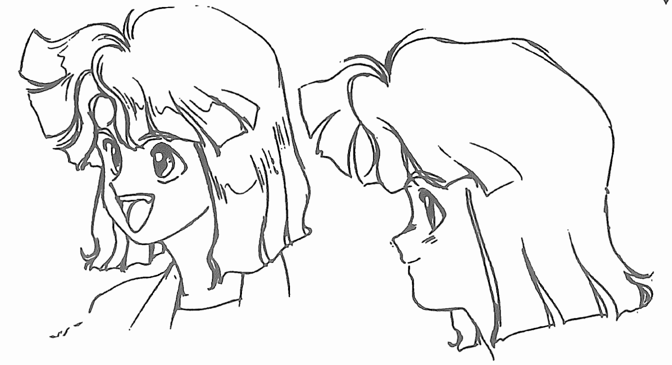
Dr. McLaren is a talented scientist. He is also oversexed, lascivious, a coward, and has almost no morals. Still, his expertise in endoskeletal motive systems makes him a valuable asset to any advanced corporation.



MCLAREN

INT	9	PERS	2	COOL	1	TECH	8	MOVE	2
REF	4	DEX	3	STR	3	CON	4	BODY	5
LUCK	13	MAX	100kg	LIFT	50kg	CAR	25kg	THRW	6m
PNCH	3D6	KICK	4D6	RUN	6m	LEAP	1m	SWIM	2m
STUN	25	PD	-8	HITS	25	RCVR	7	RES	3

SKILL	LVL	SKILL	LVL	SKILL	LVL
PERCEPTION*	+4	SOCIAL*	+2	SUPERSCIENCE	+7
CONCENTRATION*	+3	LOCAL*	+4	SUPERTECH	+6
EDUCATION*	+6	TEACH*	+5	BUSINESS	+2
PERSUASION*	+5	ATHLETICS*	+2	RESEARCH	+3

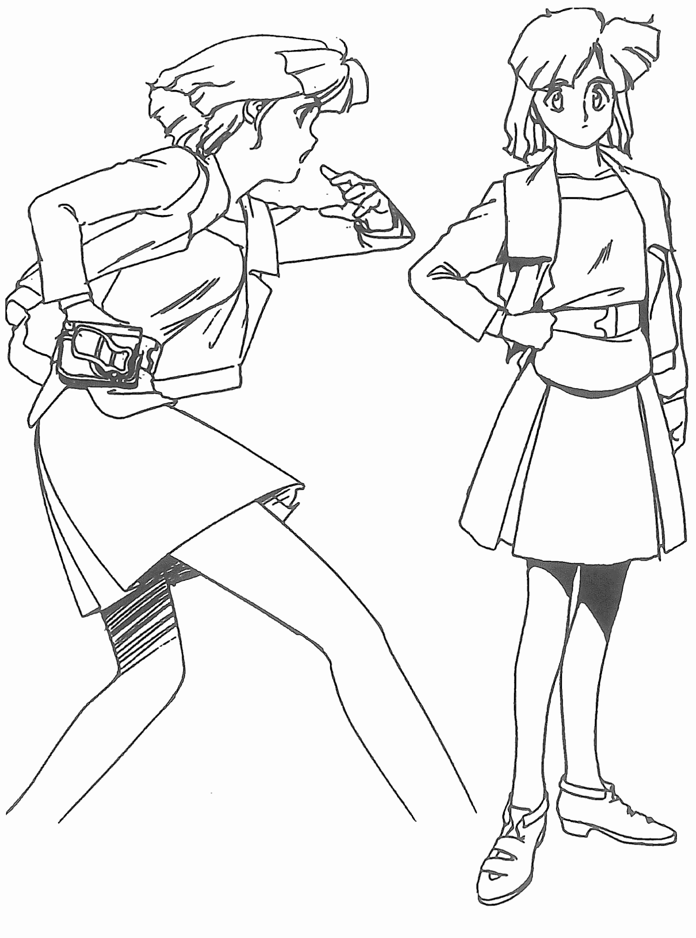


▼LISA VANETTE

AGE: 18. HEIGHT: 155cm.

Lisa is the niece of Chief Todo of the AD Police, a high school senior, and an aspiring professional photographer. She has won several awards with her school newspaper, but she always yearned for the chance at a real scoop—spending her winter break at AD Police HQ seemed the perfect way to do this. She became good friends with Nene, and it was this friendship that prevented her from "outing" the Knight Sabers. She still got her scoop, though, and her career with the MegaTokyo newspapers seems guaranteed.

While only a young girl, Lisa is a go-getter and a risk-taker. She's resourceful and persistent, and will face great danger to get what she wants (such as a hot photo). She values her current camera immensely, as it is the one which snapped a Knight Saber's identity (which makes up for the loss of the camera her dad gave her, which Priss destroyed).



LISA

INT	6	PERS	7	COOL	5	TECH	7	MOVE	7
REF	8	DEX	7	STR	1	CON	5	BODY	3
LUCK	14	MAX	50kg	LIFT	25kg	CAR	12kg	THRW	2m
PNCH	1D6	KICK	2D6	RUN	21m	LEAP	3.5m	SWIM	7m
STUN	15	PD	-10	HITS	15	RCVR	6	RES	15

SKILL	LVL	SKILL	LVL	SKILL	LVL
PERCEPTION*	+7	SOCIAL*	+5	PHOTOGRAPHY	+5
CONCENTRATION*	+6	LOCAL*	+4	WRITING	+4
EDUCATION*	+2	TEACH*	+2	DETECTIVE	+2
PERSUASION*	+5	ATHLETICS*	+5	STEALTH	+1

KAUFMAN

Current whereabouts unknown.

Kaufman was a high-ranking official within the Space Development Public Corporation and the director of the Genaros space station. He was a corrupt and greedy man who abused his power at every opportunity. He also kept a harem of BU-33S Sexaroids and colluded with Flint's GPCC splinter group to sell the prototype D.D. to the communist bloc. However, when Sylvie (Kaufman's favorite Sexaroid) escaped to Earth, she stole the D.D. Pressured by Flint to solve this fiasco, Kaufman hired the Knight Sabers to retrieve the D.D. Nonetheless, the affair ultimately ended his career at Genom.

IMPORTANT STATS

INT 7, PERS 5, COOL 2, TECH 4, MOVE 3, REF 3, DEX 4, STR 3, CON 4, BOD 4. Perception +4, Persuasion +5, Education +5, Business +7, Espionage +5.

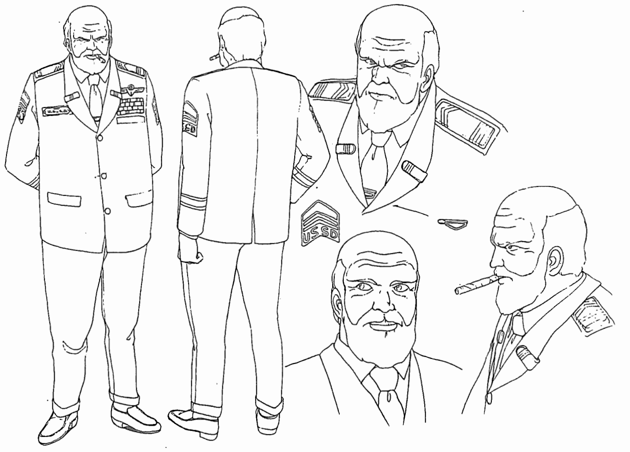
FLINT

Current whereabouts unknown.

Flint was GPCC's director until mid-2033. He led a Genom splinter faction which had gone into business for themselves behind Quincy's back. Knowing his position would be endangered if the information about the D.D. became public, he sent several Genom officials to the SDPC and implicitly claimed control of the corporation. Flint had also taken Largo in to protect himself, since the mystery man knew the full scope of his treasonous acts. Flint had no idea that Largo had engineered the entire D.D. situation, and when it led to his downfall, Largo took over GPCC to achieve his own ends.

IMPORTANT STATS

INT 8, PERS 6, COOL 7, TECH 5, MOVE 4, REF 4, DEX 4, STR 4, CON 5, BOD 6. Perception +6, Persuasion +7, Education +6, Business +8, Espionage +7.



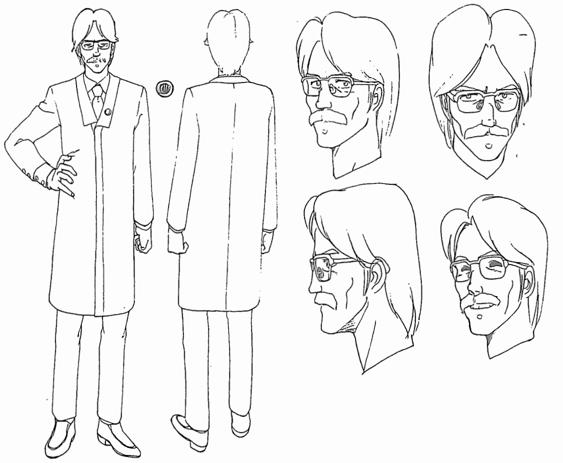
GENERAL SCHWARZ

Current whereabouts unknown.

As chief of the Japanese branch of the USSD, General Schwarz spearheaded the Killer Doll program. A true military bureaucrat, he is concerned with the agendas of the USSD, the safety of the USSD's nations, and the truth—in that order. He hired the Knight Sabers to help solve the Killer Doll "kidnapping", but didn't tell them the truth of the mission, and paid for his deceit. A vicious, sly character, his failure to control (or at least cover up) the Killer Doll fiasco led to conditions necessitating his resignation in late 2032.

IMPORTANT STATS

INT 8, PERS 7, COOL 7, TECH 3, MOVE 2, REF 5, DEX 3, STR 3, CON 5, BOD 6. Perception +6, Persuasion +5, Education +5, Handgun +4, Espionage +6.



DR. KATSUHITO STINGRAY

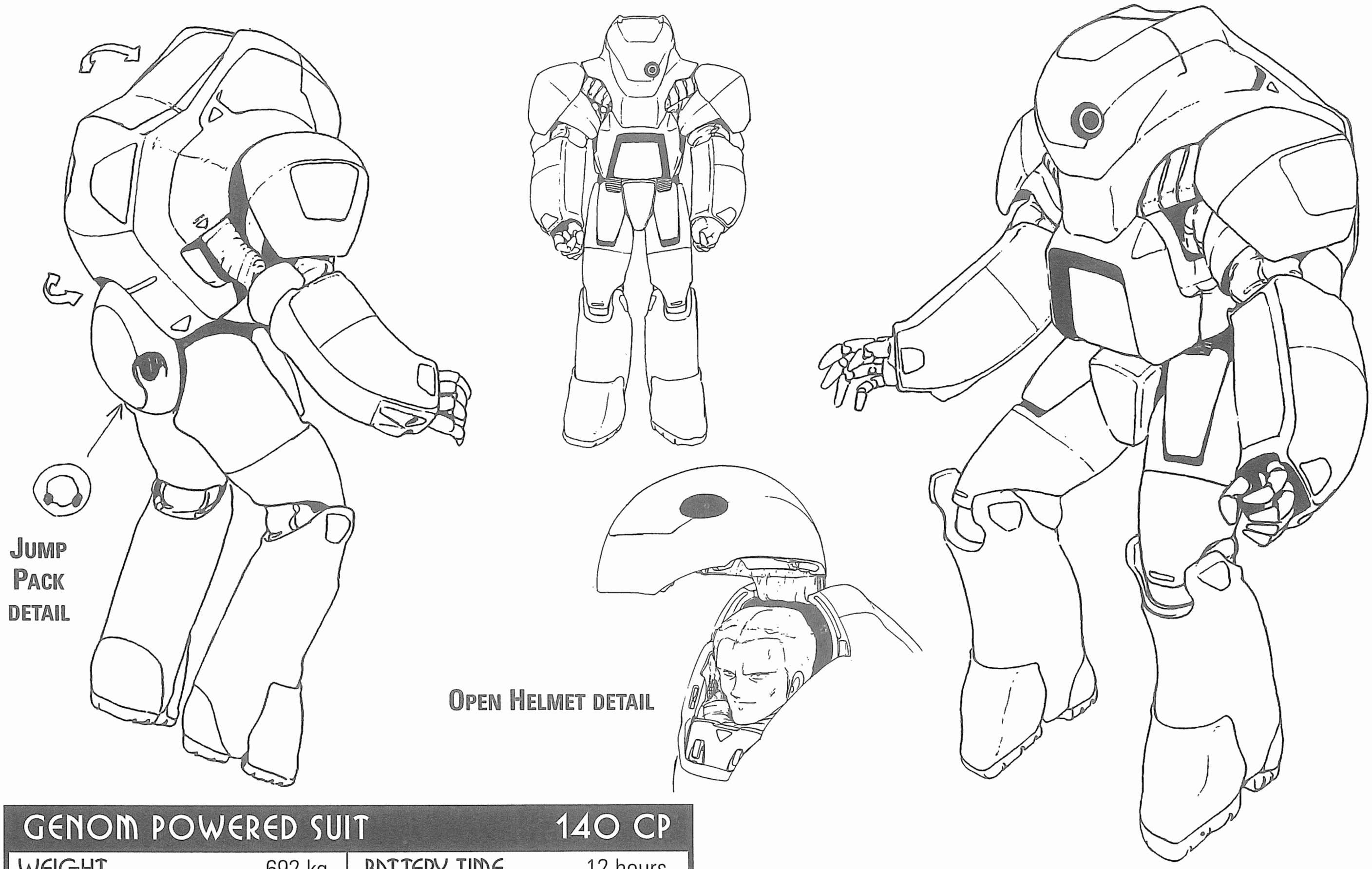
Deceased as of 2022.

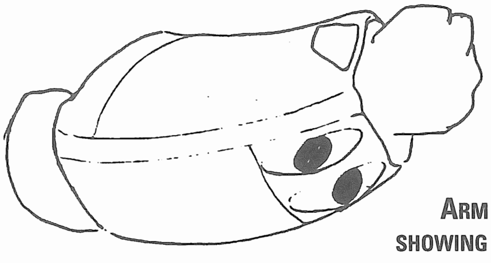
Dr. Stingray was born in 1983 and spent his entire life demonstrating a genius of history-changing proportions. He was an expert in cybernetics, biotechnology, and space engineering, and these talents eventually led him to work for the BioEscape Corporation. Working at their Wiz Laboratories facility, he created a new race—Boomers. Though he was killed by Genom for his creations, his legacy lives on through his daughter Sylia; several branch technologies derived from his Boomer research, notably the Hardsuits, have made her the ultimate avenger.

IMPORTANT STATS

INT 10, PERS 5, COOL 7, TECH 10, MOVE 2, REF 3, DEX 3, STR 2, CON 4, BOD 4. Perception +5, Persuasion +5, Education +10, Superscience +15, Supertech +12.

OTHER MECHA




Arm detail showing gun ports

GENOM POWERED SUIT					140 CP
WEIGHT	692 kg		BATTERY TIME		12 hours
MANEUVER	-1 DEX, -0 REF		RUNNING		Max MOVE = 10
STRENGTH	STR 10		JUMPJETS		50m
SENSOR RANGE	2 km		COMM RANGE		80 km
ARMOR PD	1.0K = 50 Hits		STRUCTURE		0.5K = 25 Hits
WEAPON	WA	RNG	DMG	LOC	SPECIAL NOTES
DUAL GUN X2	+2	500m	1.2K x2*	A, A	*Link, Blast =1, 20 shots.
HAND-TO-HAND	+0	-	10D6h*	A, A	*i.e., 0.7K Killing.

SUBSYSTEMS

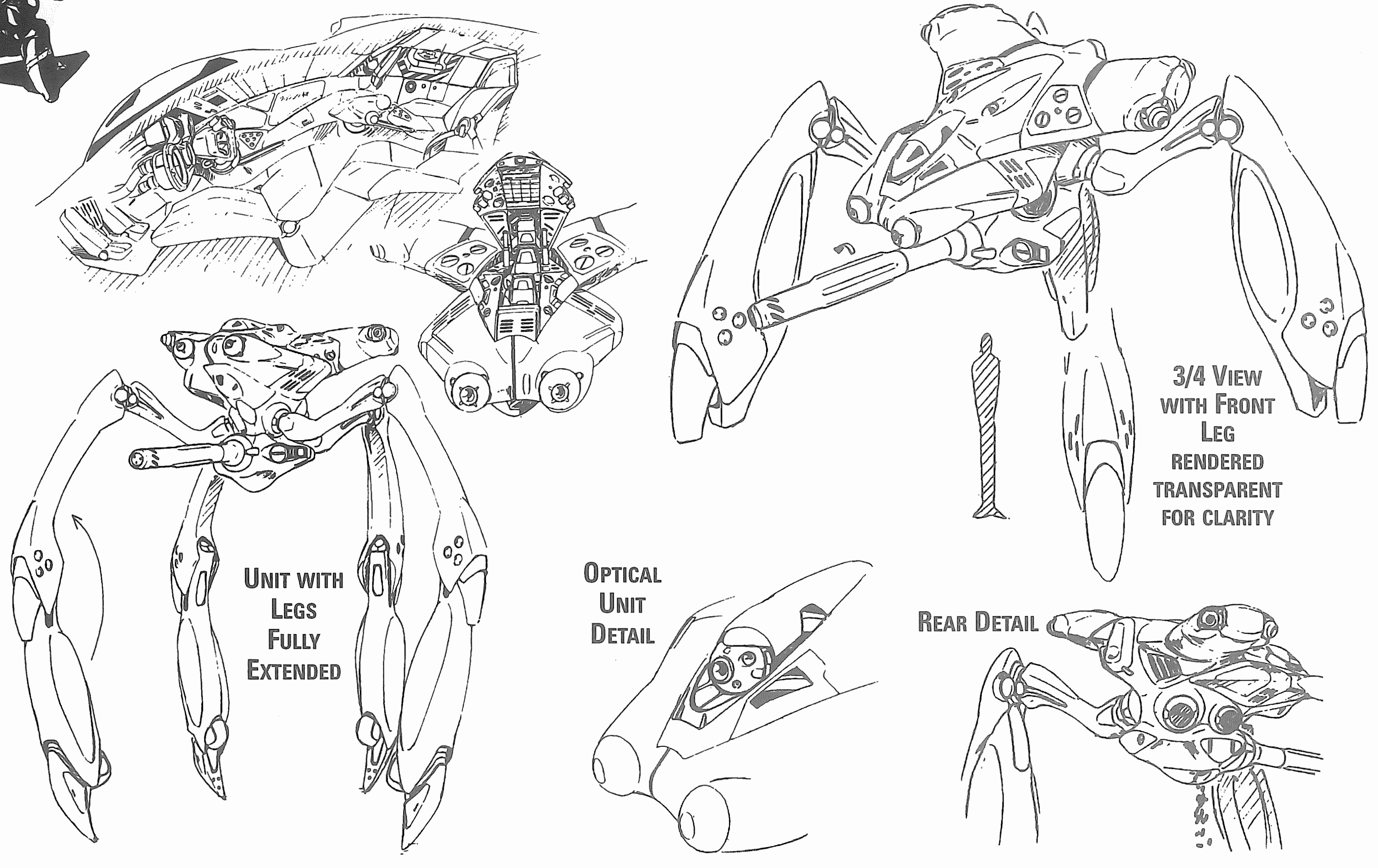
- Life Support (full sealing vs Nuclear, Biological & Chemical agents)
- Sensor suite (optical, audio, radio, targeting, low-light vision, IR, instrumentation, Heads-Up Display with +2 Perception).
- ECCM System (Rank = 6) and radio scrambler.
- Strategic computer targeting system: See notes in text.
- Jumpjet array on hind area.
- Emergency armor-ejection function (blows armor off wearer).

▼GENOM POWERED SUIT

It's been theorized that the Knight Sabers' Hardsuits are extensions of combat suit designs on which Genom themselves halted development. One prototype of that mothballed design was worn by Brian J. Mason when he and Sylia met atop Genom Tower to settle their feud. This Powered Suit's armor was quite thick and its main weaponry consisted of a double-barreled cannon on each forearm.

A more unusual weapon was the suit's combat computer. It could be loaded with tactics data compiled on a particular enemy and, using its optical tracking scope, could predict that enemy's actions and allow the wearer to outmaneuver his enemy.

In game terms, the Powered Suit's wearer always wins Initiative against an enemy whose tactics have been compiled and loaded. However, the combat computer isn't very adaptable; if the opponent simply states "I'm changing my tactics," the benefits of the computer are lost and the fight becomes fair again. Hence development on this extremely expensive system was discontinued by Genom.


3/4 View with Front Leg rendered transparent for clarity
Unit with Legs Fully Extended
Optical Unit Detail
Rear Detail

▼GD-42 "GENKI" BATTLEMOVER

In December of 2032, the United States' Department of Defense held a competition to select a new military Battlemover. Six companies competed—the winner was Kyuusei Industries' GD-42, which beat out other candidates from such big hitters as Genom and Gulf & Bradley.

As it turns out, Kyuusei Industries is one of the many arms of Hou Bang, the triad led by Reika's grandfather, Dr. Chang Chongk. When Reika decided to undertake her quest for revenge, she approached her grandfather with her need for a weapon which could handle the best Genom and G&B had to offer. Unable to deny his dear granddaughter's wishes, Dr. Chang gave her a heavily customized GD-42 nicknamed *Genki* ("the dark devil") to use as her instrument of vengeance.

This highly advanced four-legged combat machine can scuttle quickly across a battlefield, and by collapsing its legs it's able to make use of cover and can even move through tight places (such as interior spaces at least 2.5x2.5 meters wide). It has jumpjets in its hull and climbing spikes in its legs which allow it to negotiate almost any obstacle, and, using its jumpjets, Genki can even manage a controlled fall of hundreds of meters.

Genki's armament consists of a vulcan cannon on its belly, supplemented by two beam lasers, twin 3-shot grenade launchers and two powerful wire-tentacles capable of grappling, entangling, and even crushing Boomers and other targets. Its armor is extremely thick, immune to weapons as powerful as those of the Knight Sabers' Hardsuits.

Genki is a two-seat Battlemover, piloted by Reika and her assistant Kou. Ejector seats allow the crew to bail out if necessary, and the onboard self-destruct system's "Suicidal Explosion" function is powerful enough to wipe out everything within several city blocks. Note: The standard GD-42 is similar to Genki, but has lesser performance and weaponry; -2MV, no jumpjets, non-collapsible legs, and no wire-tentacles.

GD-42 "GENKI" BATTLEMOVER 223 CP

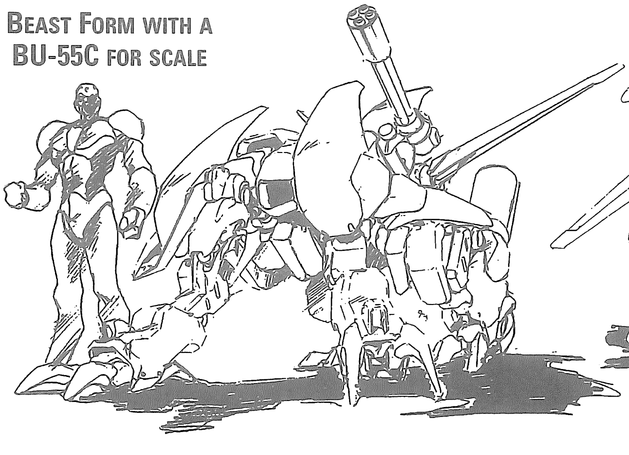
WEIGHT	3,113 kg	GENERATOR POWER	8 hours
MANEUVER	-0 Dex & Ref	RUNNING	MOVE 42 (125kph)
STRENGTH	STR 14	JUMPJETS	200m
SENSOR RANGE	11 km	COMM RANGE	130 km

1D10	LOCATION	ARMOR	STRUCTURE
1-5	Torso	2.0K = 100 PD	3.0K = 150 SDP
6	R. Foreleg	2.0K = 100 PD	1.8K = 90 SDP
7	L. Foreleg	2.0K = 100 PD	1.8K = 90 SDP
8	R. Hindleg	2.0K = 100 PD	1.8K = 90 SDP
9	L. Hindleg	2.0K = 100 PD	1.8K = 90 SDP

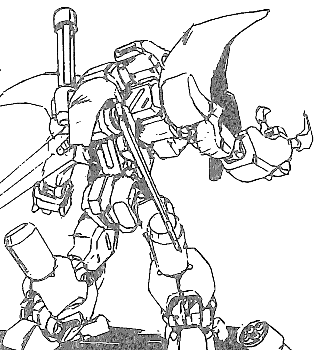
10 WEAPONS	WA	RNG	DMG	LOC	SPECIAL NOTES
CLAWS (4)	+2	-	1.0K	Legs	-
TENTACLES X2	+2	50m	1.6Ke	Torso	Entangling, X-Linked.
LASERS X2	+0	3km	1.5K x2	Torso	X-Linked.
20MM VULCAN	+1	900m	12D6-AP	Torso	ROF=66, 15 Bursts
GRENADE LAUNCHER X2	-1	1600m	1.0K*	Torso	*3 shots x2, linked, Blast=1.

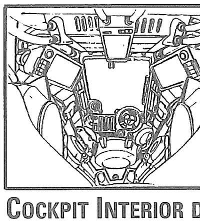
SUBSYSTEMS

- 2-man crew (pilot & gunner) with ejection seats.
- Environmental adaptation for extreme temperatures (e.g., deserts and the arctic).
- Stealthy design (undetectable to radar).
- Sensor cluster: Audiovisual, radio scrambler, targeting, low-light vision, instrumentation, heads-up display (+1 Perception), Rank 5 ECCM, advanced sensor package with infra-red thermographics, seismic detectors, magnetometer, etc.
- Collapsible legs for close-quarters movement.
- Rotating ball-mount vernier rockets for long-distance jumps.
- "Suicidal Explosion" self-destruct does 2D10K in a 100m radius.

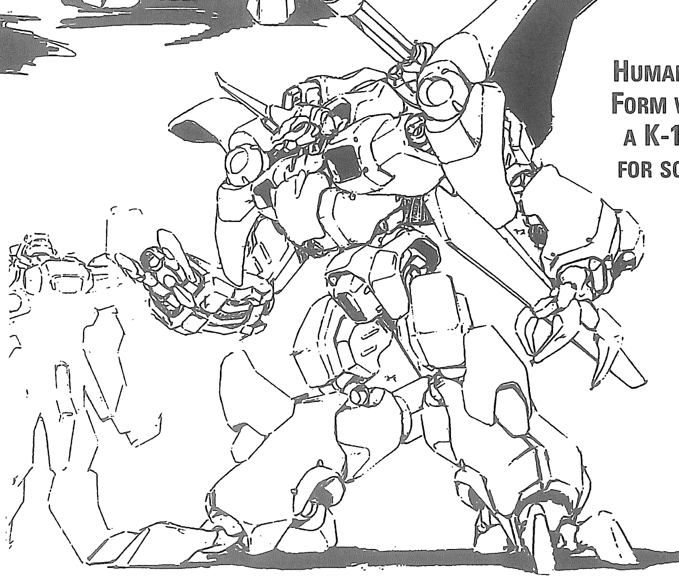


BEAST FORM WITH A BU-55C FOR SCALE

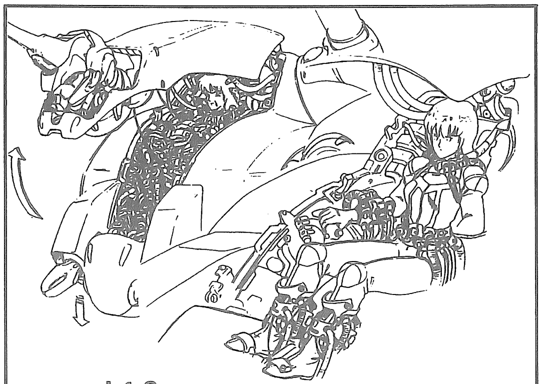




COCKPIT INTERIOR DETAIL



HUMANOID FORM WITH A K-12S FOR SCALE



J-1 SYNCHRO MECHANICS DETAIL

BATTLEMOVER "D.D." — 333 CP

WEIGHT	4773 kg	STRENGTH	14
SENSOR RANGE	7km	COMM RANGE	100km

MODE	MANEUVER	SURFACE	LEAP
HUMANOID	-0	36 (110kph)	75m
BEAST FORM	-1 Ref & Dex	48 (144kph)	20m

1D10	LOCATION	ARMOR	STRUCTURE
1	Head	2.0K = 100 PD	1.0K = 50 SDP
2-4	Torso	2.0K = 100 PD	3.2K = 160 SDP
5	R. Arm	2.0K = 100 PD	1.8K = 90 SDP
6	L. Arm	2.0K = 100 PD	1.8K = 90 SDP
7	R. Leg	2.0K = 100 PD	2.0K = 100 SDP
8	L. Leg	2.0K = 100 PD	2.0K = 100 SDP

9 WEAPONS	WA	RNG	DMG	LOC	SPECIAL NOTES
HAND-TO-HAND	+2	-	14D6*	A, A	*1.2K in Beast Form.
GATLING GUN	-1	1600m	1.5K*	Torso	*A-P, ROF=40, 25 bursts.
GRENADE LAUNCHER	-2	3km	2.0K*	Torso	*Blast Radius = 1.

10 SUBSYSTEMS: Environmental adaptation for extreme temperatures (i.e., deserts and the arctic). Sensor cluster: Audiovisual, radio scrambler, targeting, low-light vision, instrumentation, heads-up display (+1 Perception), Rank-6 ECCM, Dual IR spotlights for eyes. Back-mounted braking rocket system for airdrops, winglike stabilators for airdrop steering, heat radiation, and maneuvering. Silent running system; Perception vs 14 to hear approach. Twin micromanipulators (claw-tipped tentacles) can do work of human-size hands. Transformation ability: Beast Mode for all-terrain ability, Humanoid for combat. Intimidating styling adds +3 to pilot's PRE.

J-1 SYSTEM: Engages if pilot passes out or dies (AI has Stats of 7, can learn combat Skills up to a level of +7); should D.D. Synchronize with Boomer pilot, it gains +2 to MV and +1 to all WAs. Micro-Neutron Bomb does 100k in a 10km radius.

▼BATTLEMOVER "D.D."

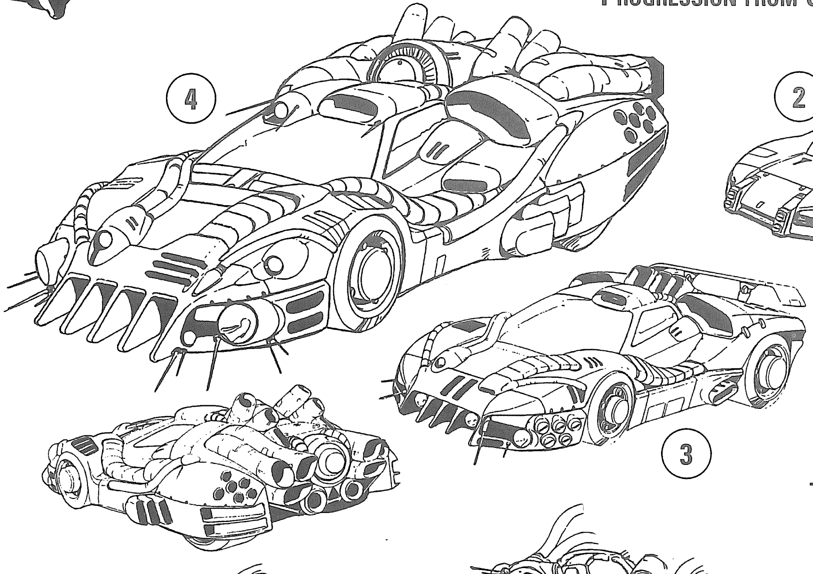
This airdroppable Battlemover was secretly developed at GPCC by Flint's Genom splinter faction, and was shipped to SDPC's Genaros station for illegal sale to the communist bloc. This mecha was designed primarily for deep penetration missions, and boasts greater combat performance than most Boomers or any K-series powered suit. Its transformation ability allows it to adapt to any terrain or battle situation; in four-legged Beast form, the D.D. is fast, but its Humanoid form is better in close-quarters battle.

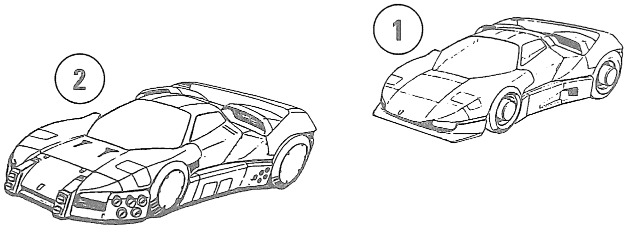
The D.D. is a fearsome machine. It is strong, heavily armored, and armed with a Gatling cannon, a grenade launcher with two salvos of four grenades, cable-style micromanipulators, and powerful claws. Its power and speed are greater than any previous Battlemover, earning it the classification of a superweapon.

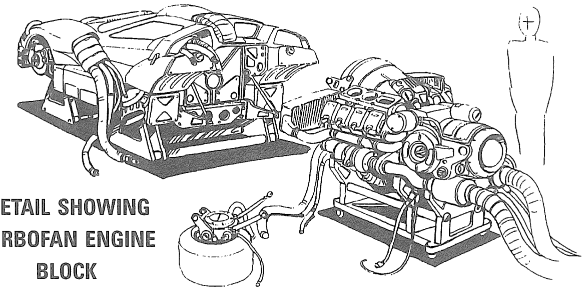
The D.D.'s cockpit is housed entirely in the chest, and is packed with heads-up display information. However, the most notable feature of the cockpit is the J-1 Auto-Control System. The J-1 is an AI autopilot which operates much like the AI of a Motorslave—it can fight on its own, and has learning abilities (see page 73). A side-effect of the J-1's AI routines is its synchronization function, which is similar to the MFS (see the Griffon, next page, and Sylvie on p.112); given the presence of a compatible control system (e.g., a Sexaroid brain), the J-1 will access it to increase its effectiveness.

The J-1 automatically engages when the pilot's lifesigns drop below safe levels, making the D.D. fight fiercely until it runs out of power (which could be seconds or hours depending on the point in the mission). Should the D.D. run out of energy while the J-1 is on, the onboard micro-neutron bomb self-destructs the pod with a MegaTokyo-sized kill radius. The J-1 is thus an excellent deterrent; if the enemy wants to avoid an atomic horror, they dare not hurt the D.D.'s pilot!

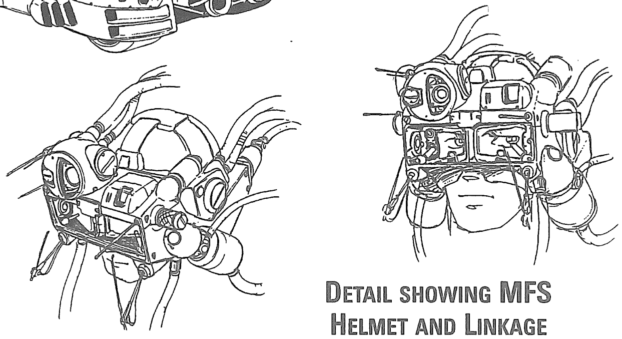
PROGRESSION FROM GRIFFON TO CYBERMONSTER GRIFFON



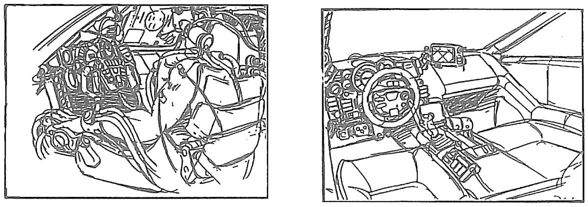




DETAIL SHOWING TURBOFAN ENGINE BLOCK



DETAIL SHOWING MFS HELMET AND LINKAGE



INTERIOR DETAILS

▼CYBERMONSTER GRIFFON

MHJ manufactured the Griffon in 2021 as a high-performance sportscar aimed at overseas collectors. After being attacked by the Outriders gang, J. B. Gibson and Dr. Raven began rebuilding his personal Griffon. They bolstered its bumpers and sidepanels, armored its wheels, and boosted its power output. Of course, Dr. Raven never would have helped Gibson if he'd known what the modifications were for—he thought Gibson was just working on a hobby car—but J. B. had already begun his violent trip down revenge road . . .

In fact, the car went through a kind of mechanical and cybernetic evolution, with Gibson putting his Griffon through one massive overhaul after another. At first, he equipped it with sensor antennae and a new turbine engine, making the car's speed superior to anything on the road. Eventually, he replaced this engine with a huge turbofan which used highly combustible fuel and added a cowcatcher array on the nose, stabilizer systems, and even more armor. The result was a bulletproof killer car which an incredible cruising speed and a positively mind-boggling maximum speed.

By this final stage of the Griffon's reconstruction, no human being's reflexes could possibly keep up with such speed and performance. Gibson used the MFS (Mind Feedback System, an invention of his mentor Dr. Raven) to take full use of the vehicle's potential, but the MFS' neural-synchronization function gave the car its own pseudo-intelligence. However, Gibson's improvisations obstructed the MFS' self-management ability and it was overwhelmed by his unreasoning hatred, turning the car into a cybermonster. The results were very nearly tragic, and only the intervention of the Knight Sabers kept the CyberGriffon from doing far more damage.

CYBERMONSTER GRIFFON

1: GRIFFON II	PASSENGERS 2	COST 7 CP (70K$)	
MANEUVER -2 Ref	SPEED 15 (240kph)	WEIGHT 1000kg	
1D10	LOCATION	ARMOR	STRUCTURE
1-7	Chassis	0	50 SDP = 1.0K
8-10	Wheels (4)	-	10 SDP each

2: GRIFFON CUSTOM A	PASSENGERS 2	COST 11 CP	
MANEUVER -1 Ref	SPEED 23 (375kph)	WEIGHT 1300kg	
1D10	LOCATION	ARMOR	STRUCTURE
1-7	Chassis	10 PD = 0.2K	50 SDP = 1.0K
8-10	Wheels (4)	10 PD = 0.2K	15 SDP each

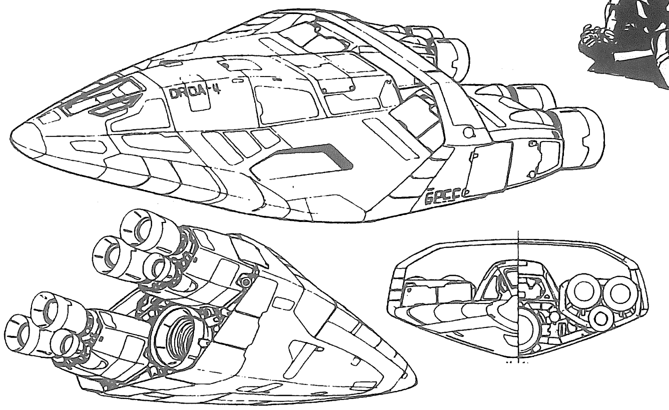
3: GRIFFON CUSTOM B	PASSENGERS 2	COST 21 CP	
MANEUVER -0 Ref	SPEED 28 (455kph)	WEIGHT 1700kg	
1D10	LOCATION	ARMOR	STRUCTURE
1-7	Chassis	20 PD = 0.4K	60 SDP = 1.2K
8-10	Wheels (4)	20 PD = 0.4K	20 SDP each

4: CYBERMONSTER	PASSENGERS 2	COST 32 CP	
MANEUVER +2 Ref	SPEED 34 (540kph)	WEIGHT 1900kg	
1D10	LOCATION	ARMOR	STRUCTURE
1-7	Chassis	30 PD = 0.6K	70 SDP = 1.4K
8-10	Wheels (4)	30 PD = 0.6K	20 SDP each

MFS has REF 8 + Drive 8; may download strong emotions & act on them.

▼SDPC "ORCA" SHUTTLE

This is a standard space shuttle used to make the round trips between Earth and SDPC's orbital stations such as Genaros, transporting commodities and relaying information. While these shuttles use a large, separate booster rocket for lift-off into orbit, they can also be equipped with smaller boosters for movement between orbital levels. Once they've finished their burn, explosive bolts can blow the boosters clear. Length is 35m with the boosters, 25m without. There are usually three ORCA shuttles stationed at Genaros and similar space stations. Sylvie and Anri escaped Genaros in ORCA-4 with the D.D. aboard.

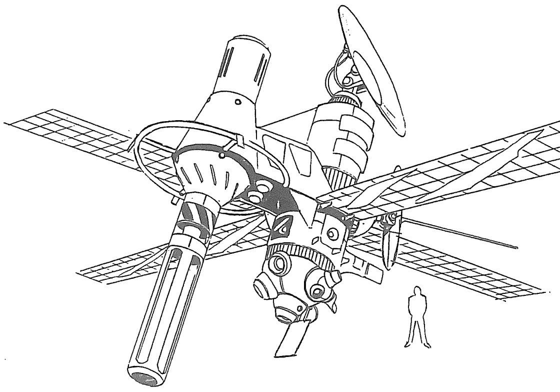


VALUE: 100 CP

Maneuver Value: -5 Ref, Armor: PD50 = 1.0K, SDP500 = 10.0K.
Move: 10 (16,000kph), Passengers: 10, Weight = 24,600kg.
Systems: Sensors, Cargo hold, 2x booster rocket packs.

▼VA-61 SATELLITE WEAPON

The USSD maintains over two hundred satellite weapons in orbit to shoot down nuclear missiles fired from or at any nation. Furthermore, these satellites particle beams can also attack surface targets, so the UN uses orbital weapons (in place of nuclear missiles) to enforce world peace. The beam's firing range covers a 1000km radius and, given a sufficiently accurate ground-based sighting system, can target with a margin of error of 10e^{-10} meters. Even so, the satellite's own telescopic sensors are powerful enough to read print from its position in geosynchronous orbit.

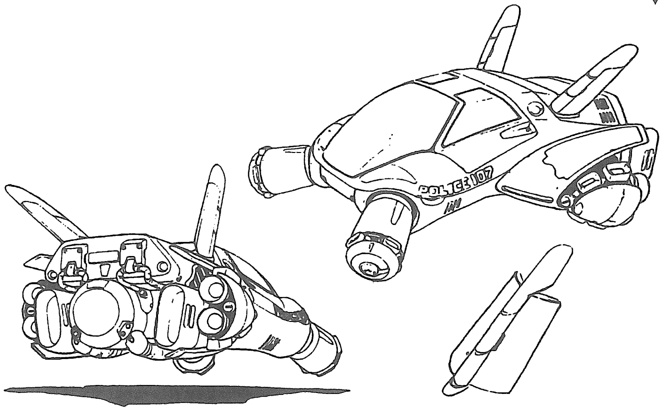


VALUE: No, you can't have one.

Armor: PD50 = 1.0K, SDP250 = 5.0K, Move: N/A (geosynchronous orbit).
Solar-powered. Computerized tracking and targeting systems grant Perception 20 + die roll, Gunnery 20 + die roll.
Particle Beam can do DC14~100K over a 1m~1000km radius.

▼LINEAR PATROL CAR

Used by Genaros security, this magnetic-levitation vehicle can rapidly transport Police Boomers anywhere within the space station's 8km length. Since Linear Cars travel along magnetic fields generated by superconductive floorways, they don't have wheels and can't be used on regular roads. This unarmed patrol-type Linear Car is the type Sylvie and her friends stole when escaping from Genaros; its airbrakes and autopilot system are of above-average quality.

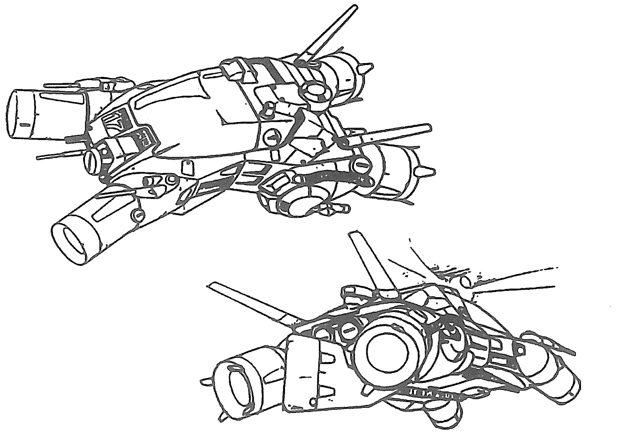


VALUE: 18 CP

Weight: 603kg, Maneuver Value: -3 Ref
Armor: PD10 = 0.2K, SDP50 = 1.0K
Move: 31 (500kph), Passengers: 4
Autopilot (Drive 10 + die roll), police-band radio & datalink.

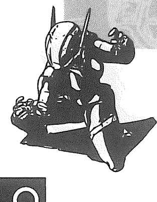
▼LINEAR PURSUIT CAR

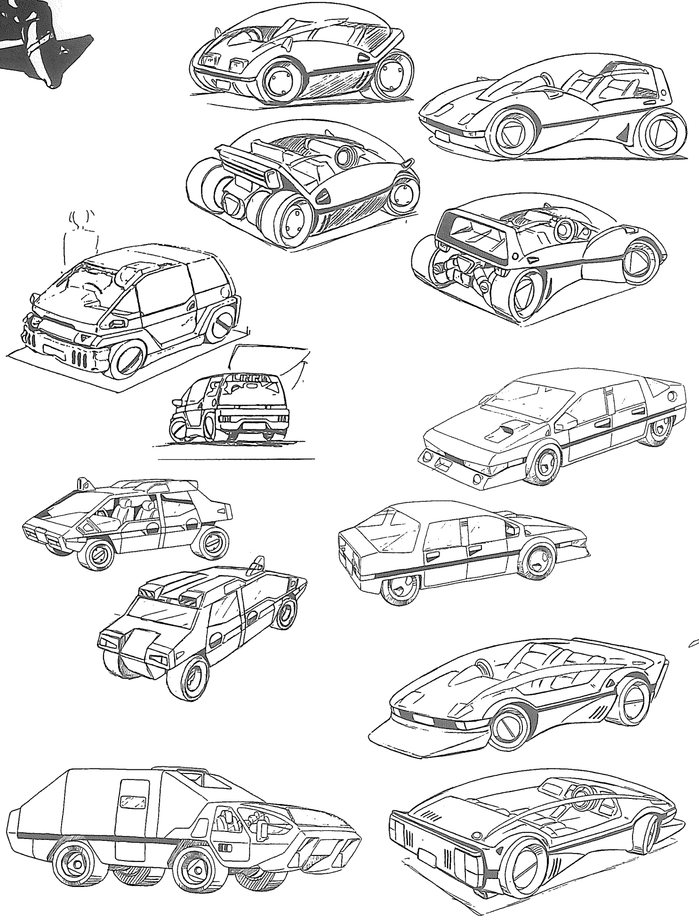
This is another Linear car used by space security groups. This model is commonly used by Police Boomers—the console has ports for the interface cables deployed from a Police Boomer's wrists, allowing for superior control. As a pursuit-type Linear Car, this model is armed with two forward-firing and two rear-firing laser guns and its speed is impressive. However, its maneuverability is actually somewhat less than the smaller patrol-type Linear Car.



VALUE: 33 CP

Weight: 597kg, Maneuver Value: -3 Ref
Armor: PD20 = 0.4K, SDP40 = 0.8K, Move: 31 (500kph), Passengers: 1
Autopilot, police-band radio & datalink, +2 Driving when cybercontrolled.
Lasers: (2x forward, 2x rear) +1WA, 6D6x2 Damage, Range 300m.

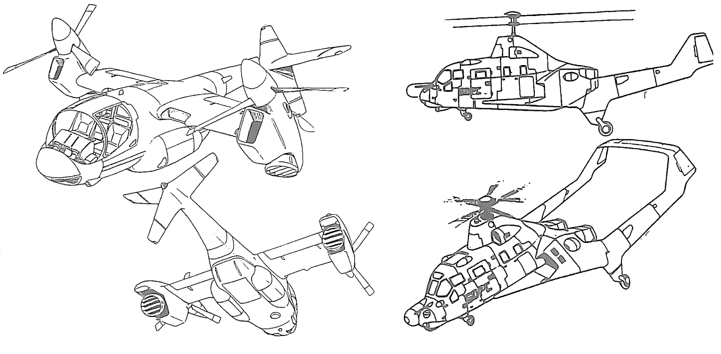


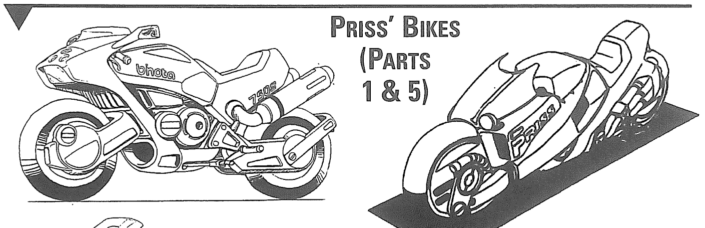


VEHICLES

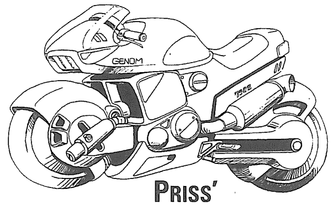
Most automobiles in the 2030s run on Gasohol or are electrically powered. Control systems employ a few more digital displays, pushbutton controls, and integrated traffic network data. Some vehicles feature limited autopilot functions. Heavy vans and trucks are still in wide use, and aircraft are still out of the reach of civilians for the most part. However, there are more aircraft used in cities—tiltrotors (hybrid helicopter-airplanes) and aerodynes (enclosed-rotorfan choppers) are popular designs.

VEHICLE	COST / CP	SDP	MV	MOVE (SPEED)
Minicar/Van	¥200,000 / 4	40	-5	8 (125kph)
Sedan	¥1,000,000 / 5	50	-4	10 (160kph)
Sportscar	¥2,500,000 / 7	50	-3	15 (235kph)
Van/RV	¥1,500,000 / 5	60	-5	9 (145kph)
Truck	¥3,300,000 / 5	80	-6	9 (145kph)
Tiltrotor	¥5,000,000 / 10	75	-3	11 (180kph)
Helicoptor	¥7,500,000 / 10	100	-5	10 (160kph)

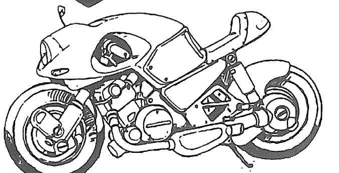




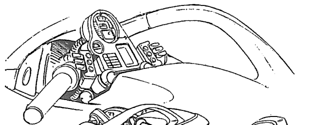
PRISS' BIKES (PARTS 1 & 5)



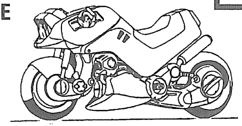
PRISS' "BORROWED" BIKE (PART 1)

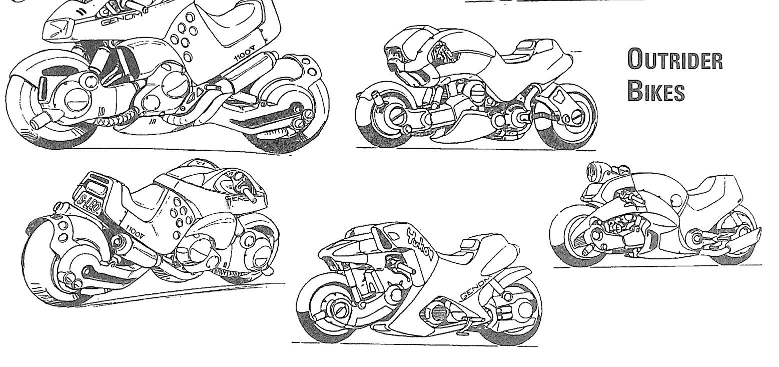


GIBSON'S BIKE



LEON'S BIKE



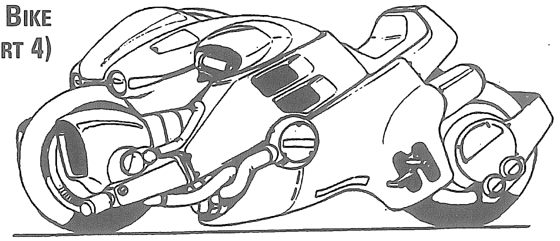


OUTRIDER BIKES

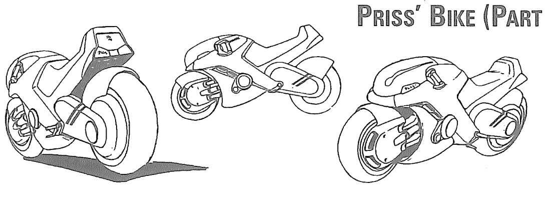
MOTORCYCLES

21st-century motorcycles, like automobiles, are not that different from those of today. Digital instrumentation, Gasohol-powered engines, and forkless suspension are almost universal, and styles vary widely from retro to low-tech to fuel-injected "missile" looks. Like modern automobiles, most motorcycles have all-ceramic engines and employ computer-controlled antilock disc brakes. Priss herself goes through two bikes a year, riding either sports bikes or high-performance (preferably customized) racers.

MOTORCYCLE	COST / CP	SDP	MV	MOVE (SPEED)
Scooter	¥500,00 / 3	15	-3	6 (100kph)
Standard	¥150,000 / 5	20	-2	10 (160kph)
Sportsbike	¥300,000 / 6	22	-2	11 (180kph)
Pro Racer	¥600,000 / 7	24	-1	15 (230kph)



PRISS' BIKE (PART 4)



PRISS' BIKE (PART 8)

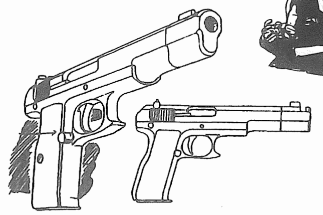
▼PERSONAL WEAPONS

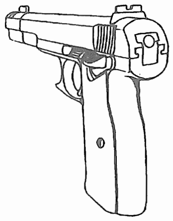
Most personal weapons in 2033 still use brass-cased shells firing bullets. There are a few lasers and railguns, but due to the power requirements involved, such as in Leon's "Stomach" railgun, most are currently experimental. Many guns from the 20th century are still in use, including the venerable Colt Government—a design now 122 years old! While there have been several new and powerful weapons made, one can generally use current weaponry as examples of firearms in the 2030s. Don't forget the usefulness of melee weapons—most are silent and many are legal.

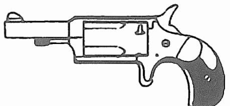
PERSONAL WEAPONS ¥/10,000 = CP

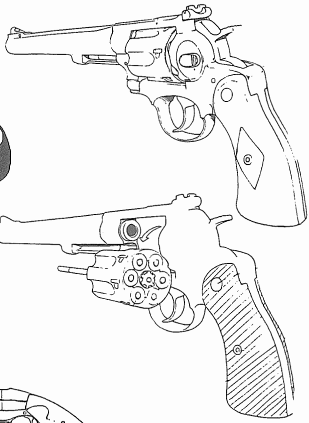
Melee Weapons	**Range**	**WA**	**DC**	**Shots**	**ROF**	**Cost**
Knife	2m	+0	3	-	-	¥3,000
Tonfa/Nunchucks	2m	-1	5	-	Quick	¥4,000
Sword	2m	+1	7	-	-	¥10,500
Chainsaw	2m	-2	8AP	-	-	¥14,000
Handguns	**Range**	**WA**	**DC**	**Shots**	**ROF**	**Cost**
Mini Revolver	20m	-2	3D6	4	2	¥10,000
Mini Handgun	30m	-1	4D6	8	2	¥30,000
Combat Handgun	40m	+0	4D6	15	2	¥40,000
Combat Revolver	50m	+0	5D6	6	2	¥50,000
Magnum Revolver	50m	+0	6D6	6	1	¥60,000
Assault Weapons	**Range**	**WA**	**DC**	**Shots**	**ROF**	**Cost**
Sawn-Off Shotgun	20m	-2	6D6	2	1 (x2)	¥40,000
Pump Shotgun	50m	-1	6D6	8	1	¥50,000
Submachinegun	150m	+0	4D6	30	44	¥40,000
Assault Rifle	300m	-1	7D6	30	30	¥60,000
Machinegun	400m	-1	8D6	30	22	¥70,000
Grenade Launcher	200m	-2	5m radius	6	1	¥140,000
Grenades	Throw	+0	5m radius	1	1	¥2,000
Frag = 9D6, Flash = Blind for 1D6 turns, Stun = 9D6S, Gas = Save vs 15.						
Special Weapons	**Range**	**WA**	**DC**	**Shots**	**ROF**	**Cost**
.454 Magnum Auto	60m	+0	7D6	11	2	¥70,000
A large (30cm overall length) semiauto handcannon using a double-action only firing mechanism. To reduce recoil and control muzzle flip, a ported compensator is fitted to the barrel's muzzle.						
Member-II	30m	-1	8D6AP	3	2	¥110,000
Made from a cut-down rifle action, this modular pistol fires modified 7.63mm hunting rifle ammo. A powerful, bulky pistol, it can be broken into action, grip, and magazine for concealment.						
"Earth Shaker"	80m	+1	9D6AP	3	1	¥145,000
An enormous single-action, break-open revolver with only three chambers—but each shot is a 7cm-long, .60-caliber armor-piercing shell.						
Pistol Grenade	50m	-2	5m radius	1	1	¥3,000
Any pistol can be modified to fire these snap-on grenades; HEAT = 1.5K.						

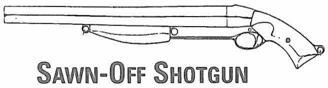
ADP COMBAT HANDGUN

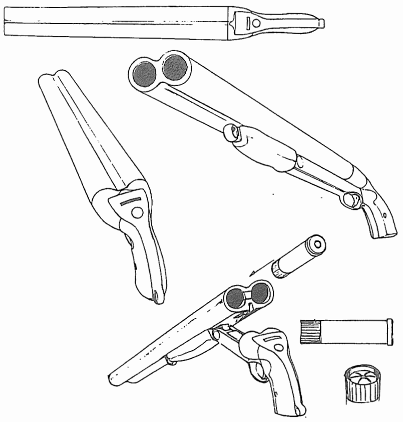


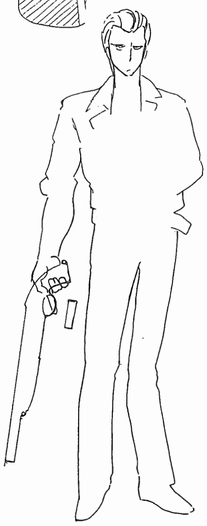

.454 MAGNUM AUTO


MINI-REVOLVER

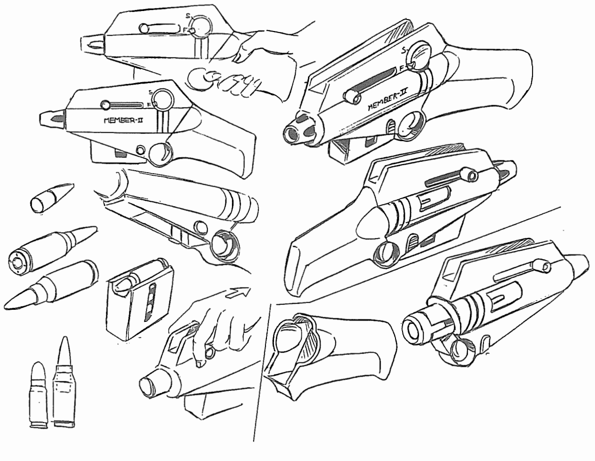

MAGNUM REVOLVER (LEON'S RUGER REDHAWK)

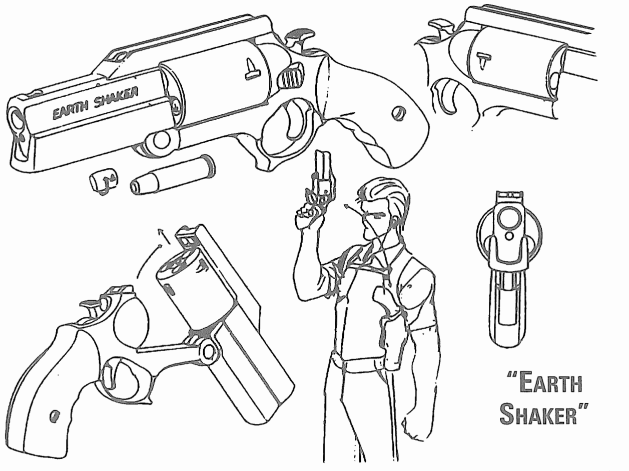

SAWN-OFF SHOTGUN





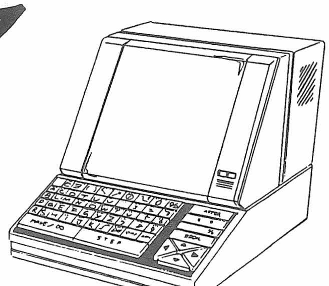
MEMBER II

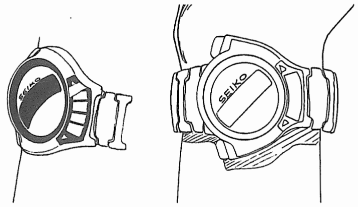




"EARTH SHAKER"

▼EQUIPMENT



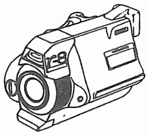


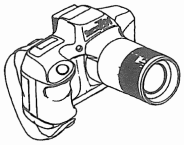
Outside of all the cool mecha and flashy vehicles, your *Bubblegum Crisis* character will probably need a few other things—you know, an apartment, some CDs, and maybe a toothbrush...

CLOTHES & STYLE (per outfit)	**¥**
Street Punk	5,000
Casual	10,000
Business Wear	25,000
High Fashion	50,000

ARMOR (whole body outfits)	**¥**
PD10 Armored Clothes	above costs x2
PD15 Mecha Pilot Combat Suit	30,000
PD20 Riot Armor	40,000
PD25 Milspec Flak Armor	60,000
PD5 Biker Leathers	20,000

TOOLS	**¥**
Cutting Torch	4,000
Mechanics Tools	10,000
Breaking & Entering Tools	12,000
Electronics Tools	10,000
Protective Goggles	2,000
Flashlight (makes a nice club, too)	1,000
Tech Diagnostic Scanner	60,000
Gas Mask	3,000
Diving Gear (1 hour)	15,000



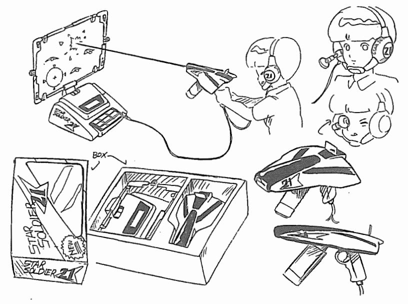


PERSONAL ELECTRONICS	**¥**
Television	10,000
Datadiscs (box of 10)	1,000
Electronic Compass	5,000
Audio Recorder	5,000
Digital Camera	15,000
Camcorder	40,000
Audio/Video Player	25,000
Walkman	7,500
Electric Guitar	30,000
Electronic Keyboard	60,000
Drum Set	100,000
Amplifier	75,000

DATA SYSTEMS	**¥**
Pocket Computer (POW 1-2)	5,000
Laptop Computer (POW 3-4)	50,000
Desktop Workstation (POW 5-6)	500,000
Mainframe (POW 7-8)	5,000,000
Supercomputer (POW 9-10)	50,000,000
Artificial Intelligence (POW 11+)	500,000,000+

COMMUNICATIONS	**¥**
Micro-Headset Radio	10,000
Walkie-Talkie	5,000
CellPhone	10,000
Pager Watch	3,500

SURVEILLANCE	**¥**
Electronic Binoculars (32x Mag)	20,000
Lowlight Goggles	30,000
Movement Sensor	4,000
Commline Tap	20,000
Tracking Device or Bug	2,500



ENTERTAINMENT	**¥**
Movie	700
Audio/Video Rental	300
Live Concert/Sports Event	2,000-5,000
Fast Food Meal	400
Bar Drink*	300
Restaurant Meal*	1,500

*Multiply by level of restaurant or bar:

Fair	1x cost
Good	2x cost
Excellent	4x cost

SECURITY	**¥**
Key Lock	2,000 per level
Card Lock	10,000 per level
Voice Lock	20,000 per level
Cardlock Decryptor	50,000
Voicelock Decryptor	100,000
Voice Scrambler	20,000
Jamming Transmitter	50,000
Palmprint Scanner	50,000
Handcuffs	5,000
Disguised, mini spy gear	2x normal cost

SPACE GEAR	**¥**
SkinSuit (1 hour)	100,000
Space Suit (8 hours)	300,000
Space Armor (5 hours, PD25)	500,000
Suit Patch Kit (10 patches)	2,000
Thruster Rod (MA 1)	10,000
EVA Pack (MA 4)	100,000

MEDICAL	**¥**
First Aid Kit	1,000
Medical Kit	10,000
Surgical Kit	50,000
Medical Diagnostic Scanner	30,000
Cryogenics Tank	1,000,000
Clinic Visit	20,000
Day in Hospital	30,000
Day in Intensive Care	100,000
Cybernetic Organ Replacement	500,000
Cybernetic Limb Replacement	1,000,000

DRUGS (per 10 doses)	**¥**
Sleepdrug (8 hours guaranteed)	500
12 hour Stimulant	1,000
Painkiller	1,000
Antibiotic	2,500

FURNISHINGS	**¥**
Nylon Carrybag	500
Lamp	2,000
Futon	9,000
Furniture	5,000-20,000 per piece
Cleaning Mini-Boomer	100,000
Home Voice-Control System	10,000

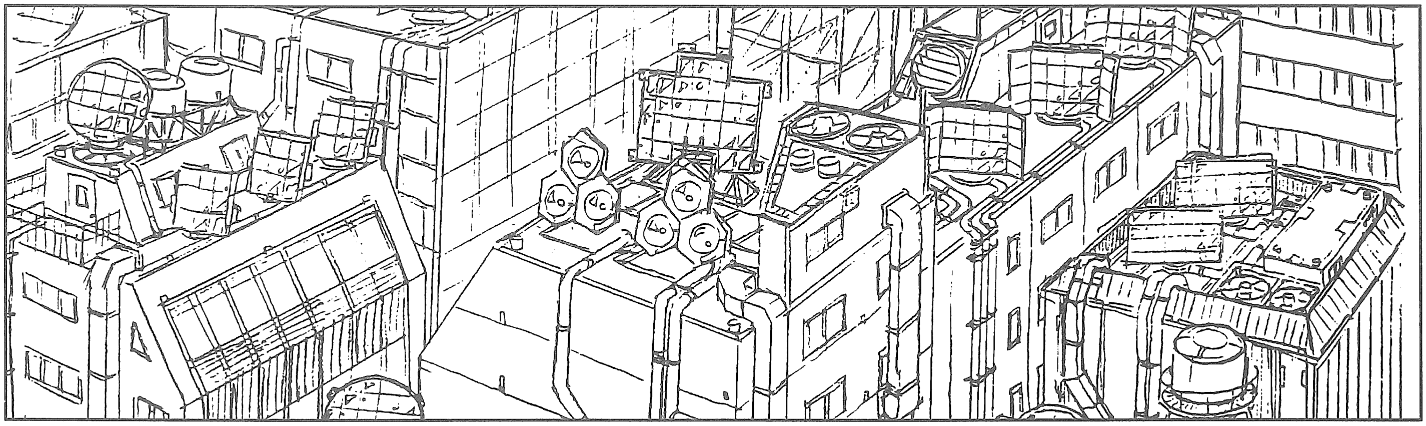
LIFESTYLE	**¥**
Cell Phone Service	10,000/month
Standard Phone Service	3,000/month
Maglev Train Ticket	100
Taxi	200 per km
Groceries	20,000-60,000/month
Utilities	5,000/month
Cable TV	2,500/month

HOUSING	**¥**
Sleep Coffin	2,000 per night
Hotel Room	10,000 per night
Apartment*	20,000 per room/per month

*Multiply base cost by location:

Slum, such as Timex City	1x cost
Modest, such as Yokohama	2x cost
Downtown MegaTokyo	4x cost
Uptown, such as District 3	6x cost

MEGATOKYO



"BIG CITY!"

—**Priss & the Replicants, *Konya Wa Hurricane*, Hurricane Live 2032**

MegaTokyo: The city that has risen from its own ashes to become the beacon of progress and wealth in a confused and declining world. But everything isn't as prosperous as it looks in the newsvids; MegaTokyo is suffering from many of the same traumas that have rocked the rest of the world, such as technoshock, corporate manipulation, and civil unrest. It has also become the center of the battle between Genom and the Knight Sabers—between the forces of technological oppression and technological freedom. This section gives an overview of Japan and MegaTokyo in 2033, providing an example of the new cities of this century.

***Yookoso*. Welcome.**

▼JAPAN

Factoids: **Population: 145,000,000, 85% urban**
Government: Parliamentary democracy, led by the Emperor (figurehead), Prime Minister, and Diet (Parliament).
Life Expectancy: 70.2 male; 79.1 female.

Nippon (Japanese for Japan) has achieved preeminent economic status in the world, having one of the most productive and stable systems in the new age. Japan has shouldered this mantle gladly, but with this newfound status come many burdens as well, including becoming the largest target for terrorism and corporate intrigue. Trying to avoid the "superpower trap" of the U.S. and USSR, Japan has chosen to use its cultural and economic influence as its primary extensions of power. The MegaTokyo-Nikkei Stock Exchange is the foremost in the world, and its trends and movements set the course for the others. The Japan Self-Defense Force has remained relatively small, and Japan has thrown its weight behind the U.N. and the USSD (and the lower status Neo-NATO) as the military means of maintaining international order.

As stated earlier, Japan is also the planet's most technologically advanced nation, with a huge domestic market consuming electronics, cybernetics, and Boomers at a phenomenal rate. The residents seem to have embraced consumer culture with a vengeance, and the megacorporations are happy to oblige them. Genom probably chose Japan as its HQ simply to be close to its biggest market.

Japan is currently a land where the new mixes brazenly with the old: hi-tech zaibatsu take on the aspects of royal blood, ancient family clans and new Yakuza engage in clandestine struggles, shamanistic Shinto traditions endure, and the Emperor still sits upon the throne. But this variety now offers to disrupt the fabric of the nation. Until the 20th century, Japan was racially and culturally very homogeneous, a pseudo-feudal society with everyone knowing his place and sticking to it. Japan has never had a popular revolution as in America and the USSR; any "peasant" revolutions were detected and defused long before they erupted.

With the influx of *gaijin* (foreigners) and the shrinking of the global village, however, this is changing. There are now countless gaijin in Japan—few of whom speak Japanese, and most of whom are from very different cultures. They don't think in the Japanese (feudalistic) way, and their influence has broken down many traditional modes, even for the native population. Respect for authority and tradition is waning as the "new Japanese" look to redefine their place in the scheme of things. Confusion and unrest now threaten to change Japan from the ground up. MegaTokyo, Japan's capital and corporate showcase, may well be the flashpoint for this new "evolution."

▼MEGATOKYO HISTORY

Tokyo has only been Japan's capital since the time of the Meiji restoration of the Emperor in the 1800s. Since becoming the capital, Tokyo has gone through many incarnations, growing and dying in a slow pattern that has included many natural and man-made disasters. First came the Great Kanto (Eastern Japan) Earthquake in 1922, which leveled the city. Next came the 1945 Allied firebombing of Tokyo which, again, leveled the city. In the 1980's, the "bubble economy" spawned a plague of *jiage*—arson and other real estate-related crimes—which threw the city into chaos. Each time, the shocks to Tokyo's system came on bigger and stronger. A 60% probability was calculated that a quake greater than 5.0 on the Richter Scale would strike Tokyo by 2004, and it was estimated that it would take six years to recover from a quake like that of 1922. Both estimates were wrong.

In 2025, the Second Great Kanto Earthquake, measuring 8.0 on the Richter Scale, rocked the nation of Japan and completely wrecked Tokyo. While quake-related casualties were estimated at eighty-five thousand, the effects of secondary collapses, riots, and fires pushed fatality figures

over one million. When it was all over, the once-proud city had been reduced to a wasteland with a huge fault crack 50 meters deep now dividing it longitudinally (east-west). Few people believed that Tokyo would ever regain its former glory.

MEGATOKYO RESURRECTED

It was at this time that Genom proposed their Tokyo Redevelopment Project. Genom assured the Japanese government that the city could be rebuilt to such a level that it would actually surpass its past stature. This new megalopolis would be an example to the rest of the world—it would be the city of the future, MegaTokyo.

The desperate Japanese nation accepted Genom's proposal, and the corporation came through—after only two years, MegaTokyo was once again livable. However, the reconstruction continues in 2033, and it is not expected to be finished for several more years. Meanwhile, Genom's near-exclusive control of Tokyo's resurrection has brought the corporation immense wealth, growth, and influence. MegaTokyo has become the company's showcase—a symbol of Genom's capabilities.

While Genom's substantial holdings in industrial equipment, raw materials, and real estate were instrumental in its Tokyo Redevelopment Project, the city's salvation was owed primarily to Genom's patented robotic workers: the Boomers. Thanks to the success of its Boomers, Genom gained an effective monopoly over the economy of this mecca for technology and international culture—in taking control of this vital strategic base, Genom overcame its position as a mere corporation and relaunched itself as one of the greatest powers in the world.

In 2033 the people of Tokyo work for, are provided for, and are supported by a single, powerful entity: Genom. MegaTokyo is Genom's city, and its citizens have become parts of the greatest capitalist engine ever known.

MEGATOKYO NOW

Factoids: **Population: 45,000,000 plus 22 million daily commuters**
Area: 5872 sq. km including new bay extensions
Climate: Mild winters with very hot summers due to "heat island" effect from buildings.

The capital of Japan, MegaTokyo is located on the Pacific coast of the middle of Honshu. As a first-class technological city, MegaTokyo is responsible for the future of Japan, serving as the center of the nation's culture, industry, and information transactions as well as being the center for Japan's space development efforts. However, MegaTokyo is also an overpopulated city hindered by excessive industrialization and immense population growth.

Modern cities are often compared to gigantic organisms, their residents acting much like cells, the agencies and companies functioning as organs. If this is true, then modern MegaTokyo has turned into a gigantic cyborg; the countless machines, computers and Boomers are the city's implanted mechanisms ... and MegaTokyo is showing signs of rejection. The symptoms include a shortage of land, overpopulation, pessimism, increases in divorce, suicide, and violent crime, drug trafficking, terrorism, a corrupt government, and an ever-growing gap between the rich and the poor.

This is the heart of the matter—MegaTokyo has become a city of stark contrasts. While it is a castle for the rich and powerful, it is also pockmarked by slums and ghettos; due to its rapid reconstruction, Tokyo's old and new have been scrambled together haphazardly. The result is a city that is contradictory in nature. For example, most of the buildings erected in 2002 as part of Tokyo's Technologically Integrated Economic City project are now being demolished because their shoddy construction allowed the quake to render them hazardous. Even the famous cluster of skyscrapers in Tokyo's Shinjuku district, once a landmark internationally symbolizing all of Tokyo, was partially destroyed by the quake and is now run-down tenements used to house small businesses and squatters.

By contrast, the concrete and glass skyscrapers erected after the quake are energy-efficient, intelligent buildings, with computerized lighting, climate control, and security systems, back-up solar power, and the latest in office automation and telecommunications systems. However, while Genom has built countless shining examples of modern architecture, the incomplete reconstruction has left blighted holes in this urban landscape: Condemned buildings and abandoned subway tunnels are commonly inhabited by people disenfranchised by the Second Kanto Quake. Some of these pseudo-vagrants are evicted Tokyo natives (many of whom who could not afford Genom's new cost of living), while others are laid-off foreign workers (who rapidly found themselves replaced by Boomers and abandoned to the streets).

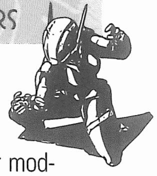
LIVING IN MEGATOKYO

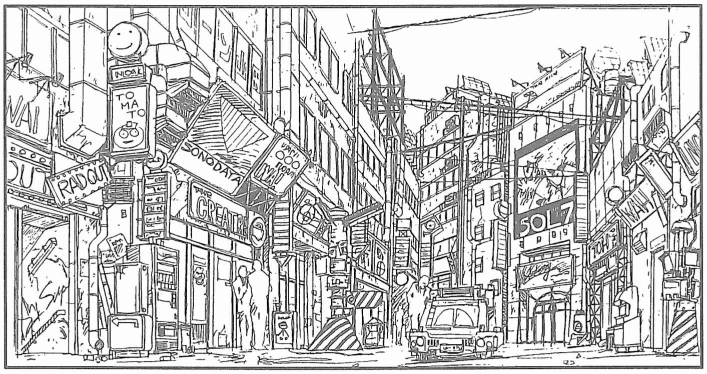
Despite its premier standing economically and technically, Japan's standard of living has suffered, with poverty and class disparity steadily rising. Social problems have led to more crime, and overpopulation has only aggravated the situation. Since the 2000s, *gaijin* have been pouring in; with this growth in MegaTokyo's population, the city is constantly busy, cramped, and under stress. Genom has contributed to this situation—to manage and oversee their Boomers' reconstruction efforts, the corporation brought in countless foreign workers and specialists, many of whom stayed in MegaTokyo, turning the city's population into a true international melting pot of Japanese, Korean, European, and American. The few Japanese natives of MegaTokyo now harbor a certain amount of suppressed resentment at the "co-opting" of their city by these gaijin. Of course, no-one was heard complaining back in 2025 when they were eternally grateful for the aid.

Genom has shaped the face of the people in other ways as well. As Genom has redirected the traditional Japanese willingness to commit to an authority structure to its own interests, it is abusing the populace's sense of duty and honor. The employees are giving loyalty to a corporation which does not feel any obligation back. Genom will push its employees to their limits and beyond "in the name of the nation's reconstruction", when it is really just for the profit of Genom. The everpresent threat of replacement by Boomer labor looms large over the blue-collar workers. Internal competition is greater as well, putting even the most loyal salaryman in jeopardy. Previously, middle- and upper-level executives had some measure of security, as their tenure was greatly respected. No more; now it's dog eat dog, with intrigue at every desk.

This is creating a pressure-cooker of a city which is showing the strain. People tend to react in one of three ways: They may become mindless drones, working like Boomers themselves. They may just totally lose it, going psycho and dropping out altogether (sometimes with messy side effects). Lastly, they can rebel against the system (in this case, Genom), often in a violent manner. This last is the favored tactic of the young, and their dissatisfaction is slowly brewing in the streets and subways of the city.

Nonetheless, the citizens of MegaTokyo try to hold to a few of the old ways. The festivals of Bon and New Year still send millions to the countryside or parks to celebrate. The Cherry Blossom Viewing (about early-April in MegaTokyo) is a massive celebration throughout the city as the people acknowledge the passage of nature and life. Families are still valued, and people can still be decent to each other—sometimes that's all they really have.





MegaTokyo is a patchwork city, and how you experience it depends on where you are. If you get an apartment in one of the new, Genom-built structures, you'll have a clean, well designed abode with all the modern (future?) amenities, including a built-in computer system linked to the building's mainframe, air filtration and recycling, climate control, and online access—along with a fairly high rent. On the other hand, if you're in Timex City in the old fault zone, you'll probably have to be satisfied with a barely refurbished corner of an abandoned warehouse or a broken-down trailer. Even here, technology will be available; many of the Timex City dwellers have installed their own fiber-optic lines and microwave transmitters and set up small shops selling recycled and refurbished tech. Just because you're in the boondocks doesn't mean you can't uplink your system to the satNet.

Likewise, shopping is characterized by district. In the rebuilt areas, attractive malls showcase a broad variety of sleek consumer goods. In the older neighborhoods, there are "shopping streets", rather like open-air malls, where you can buy more hand-made and recycled (i.e., salvaged) items for a lot less than you might pay in the malls. Be careful: Some of the older districts can be quite dangerous, with gangs looking to shake down unwary tourists and citizens. While the police patrol regularly, the myriad alleys and old ruins make covering many of these areas problematic at best.

One thing that is consistent throughout MegaTokyo is the apparent lack of space. MegaTokyo is severely overcrowded, and even a premium apartment will be small by Western standards. While the Genom reconstructions are built more to Western proportions than the older buildings, even here, economy of space is obvious, and city dwellers know how to make due with a limited living area.

▼TRANSPORTATION

Like the rest of Japan, MegaTokyo has an excellent superconductive railway network which runs throughout the city and its suburbs (this maglev system was set up in 2017). Although often severely crowded (in the peak periods of the morning, they run at 300%-400% capacity), the trains are reasonably safe—any commuter hour wig-outs are "contained" by the normal police. Furthermore, maglev bullet-train lines connect MegaTokyo to other cities throughout mainland Japan. However, when the maglevs were installed, numerous subway tunnels were simply sealed off; these abandoned subway tunnels have been ignored, becoming home to derelicts and many shady types.

Bus routes run as well, but they must use MegaTokyo's surface streets, which are inconsistent at best. The new elevated freeways built by Genom are large, convenient, and fast, but old Tokyo roads are narrow and ill-planned. On the whole, however, MegaTokyo's freeways are fairly navigable—all roads are now named and/or numbered (unlike in old Tokyo) and have fairly light traffic. MegaTokyo's relatively clear streets (when compared to old Tokyo) are due to the fact that the city was rebuilt with the modern preponderance of automobiles in mind. An understanding of current motor trends and advanced computer models allowed Genom to plan MegaTokyo's road system to handle the city's traffic volume efficiently. Hence, MegaTokyo's streets only clog with traffic jams during the peak points of rush hour. Furthermore, more stringent requirements for a driver's license and tougher emissions standards have made cars a less practical option than public transit.

While private cars are less common than in 20th-century Tokyo, motorcycles are everywhere. Because they use less fuel, cause less pollution, and take up less room, 'bikes have not suffered the same legislation as automobiles. In MegaTokyo, bikers on their Suzukis, Kawasakis, and Genoms can be constantly seen tearing along the dotted lines of MegaTokyo's roadways. Several biker gangs, or *bosozoku*, roam the city roads, looking to terrorize hapless citizens.

Aircraft are also actively utilized, but they are under many more restrictions than cars, so only police, government, and corporate-owned vehicles fly over MegaTokyo. Police patrols, transporters, and advertising blimps ornament the night sky with their navigation blinkers and spotlights. To support the myriad of helicopters, aerodynes, and tiltrotors, many of the taller buildings in MegaTokyo have landing pads on their roofs.

MegaTokyo's harbor sees a good amount of seafaring traffic, although the bulk of Tokyo-bound shipping vessels dock in Yokohama. However, Tokyo Bay is home to MegaTokyo's primary airport on a new man-made island, supporting supersonic airliners and orbital shuttle services. It handles regularly scheduled flights of everything from private prop planes to suborbital jets for intercontinental trips, as well as flights to low earth orbit to expedite the massive support the Space Colonization Project receives from MegaTokyo-based businesses. In case of an emergency, MegaTokyo's bigwigs can escape the city via special shuttles kept ready at the Space Port (not that this fact is advertised ...). The secondary airport is at Narita, inconveniently located 100 miles outside of the city, connected by an oft-jammed highway (maglev mass transit or helicopters offer easier access).

▼POWER TO THE PEOPLE

The depletion of energy resources has become a major problem in the 21st century. While almost all automobiles are powered by Gasohol or rechargeable batteries, large cities like MegaTokyo require more radical solutions to their energy demands. For example, 396 kilometers of Chiba prefecture have been turned into a gigantic tidal power station, using the motion of Tokyo Bay's waves to power the eastern extension of the city. However, solar power is MegaTokyo's main source of energy; highly efficient, plastic-coated photovoltaic collectors have replaced the vacuum tube-type models of old, so 80% of the electrical power for metropolitan MegaTokyo and its surrounding industrial areas is supplied by the world's largest solar power stations, located at Musashino City and Yokosugaoki. In addition, the cityscape of MegaTokyo is punctuated by arrays of hexagonal solar panels ornamenting almost every rooftop in town, awaiting the sun's first rays and the start of another day.

MegaTokyo also has an emergency backup generator: a gigantic experimental fusion reactor which could provide enough power for the entire megalopolis if the solar power stations fail. The reactor can also be shut down if necessary (although the procedure takes three hours), but that should never be necessary; it's protected by a four-layer defensive wall of specially reinforced concrete and steel which is capable of withstanding a major earthquake or a direct nuclear bomb blast, and is buried deep beneath Tokyo Bay.

THE BAY

Due to Tokyo's chronic shortage of land, there have been several proposals to seal off and drain Tokyo Bay, thereby reclaiming an area which could more than double Tokyo's size. However, prohibitive costs and engineering difficulties rendered these "Babylon Projects" improbable even before the Second Kanto Quake guaranteed their impossibility; thanks to damage from the quake, vast areas of the northern bay coast (between downtown and the Chiba area) are completely flooded. These coastal neighborhoods, which surround the islandlike Genom Development Complex (#29 on the map), all stand in one story of water and necessitate the use of boats in order to get around.

Instead of sealing off the bay, JAPIC (the JApanese Projects Industrial Council) proposed the construction, over the bay's waters, of several self-sufficient mini-cities. These platforms would answer MegaTokyo's problems of overpopulation, industrial expansion, information density, tangled communications, and need for air transport and transit. Standing on computer-controlled unstable legs (like those of an oil rig), these platforms would each cover approximately 30 square kilometers and weigh 14.4 million tons. Budgeted at about ¥5 trillion, construction of several major platforms began in the 90's—the Tokyo Bay Cosmopolis, Aqua City, and the MegaTokyo Spaceport were to house new airports, satellite relay facilities, monorail stations, solar power plants, production facilities, mineral extraction facilities, pollution maintenance centers, even farms and pastures. Some were finished, like the MegaTokyo Space Port and Genom's Development Complex. However, the Quake rendered many of the incomplete platforms unstable, and Aqua City and others now stand abandoned. Still, there are about forty waterfront projects either proposed or under construction for the area around Tokyo Bay. It has been projected that within twenty years all of Tokyo Bay will be covered by these "aqua cities."

POLITICS AND SERVICES

Politically speaking, MegaTokyo is supposed to be democratically governed, with registered voters selecting the Executive Council. However, rumors abound that members of the Executive Council get their positions only through Genom's support. MegaTokyo is also the national capital, and as such the Diet's offices are located in the city. Although they have little to do with the day-to-day running of the city, the Diet and the Council often butt heads; despite the fact that MegaTokyo is an independent territory (like Canberra or Washington, D. C.), its huge tax base (a.k.a. Genom) is the envy of the nation and thus a constant point of contention.

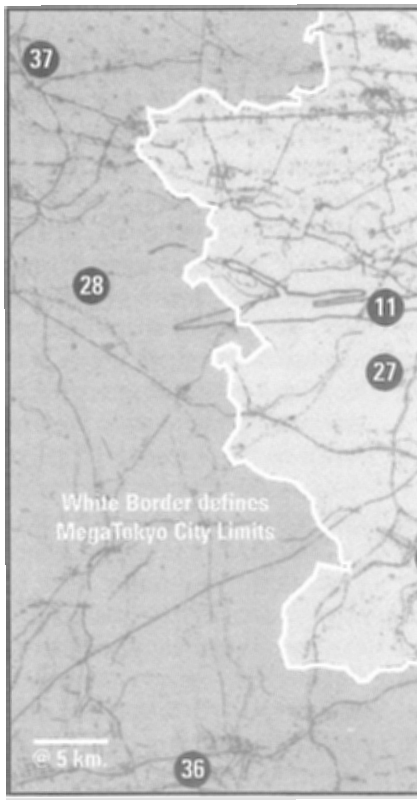
As a self-contained and self-sustaining megalopolis, MegaTokyo has extensive public services which support the city's day-to-day functioning. One of the most visible presences in the megalopolis is the police, which includes the normal police (who handle civilian crime, traffic, and highway patrol) and the infamous Advanced Police (who perform SWAT duty, anti-terrorist activity, and Boomer crime control). MegaTokyo also has a well equipped fire department (which includes a special disasters service), sanitation service, and public works department.

There are several hospitals throughout the city, and they are capable of providing excellent, state-of-the-art care, but any visitors to MegaTokyo are expected to have their own health insurance. Long-term visitors are expected to pay for government-provided health insurance just like the rest of MegaTokyo's citizens.

As the information center of Japan, MegaTokyo specializes in advertising, information services, software, news services, and publishing. Residents of MegaTokyo have access to a variety of private online services such as weather and news reports, libraries, and general information. All are available for a small fee through the public information network, as are fax-newspapers (which include the Daytime Times, GPP Express, WWO Express, Keizai VPE, 16 Tokyo Day Times, Tokyo Tushin Shinbun, Tokyo D.T. Times, Edge HiExpress, Yomisute Shinbun, Nerima Minpow, Nice Day Times, NNO News, Sinto Shinbun, Macceng Offtimes, and Tokaido News P.O.N.). All of MegaTokyo's public-access databases and private online services are centered at the MegaTokyo Central Databank Building, which is located in Tinsel City (the 3rd District).

MEGATOKYO MAP

MegaTokyo is divided into 16 districts (rather than the 23 of its premillennium incarnation), and each district serves as either an Industry Zone (such as Yokohama or Kawasaki), an Academy Zone (like Setagaya), or a densely populated Residential Zone (such as Ota). You are likely to be able to find anything from souvenirs to designer drugs to computerized appliances to sexy domestic Boomers in MegaTokyo, and while there's no "one-stop shopping," almost everything you want is available somewhere in District Three (Tinsel City). This map is intentionally vague since it's impossible to create a street by street map of MegaTokyo; the city is in a state of constant flux, and any feature placed today may be gone tomorrow.



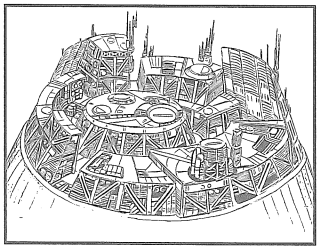
MAP LOCATIONS

1. TINSEL CITY: District 3 encompasses all of downtown MegaTokyo—it's the busiest region in the entire city. It has been exploited and overdeveloped so much that it is now a jumble of massive corporate skyscrapers, luxurious hotels, run-down government-furnished apartments, and lowly businesses (particularly near the shore). Surface traffic is heavier here than anywhere else in MegaTokyo and overcrowding is a constant problem, since countless people have gravitated here to seek thrills or make their fortune. This area is home to such notable buildings as Genom Tower, the AD Police Headquarters and Tinsel City Bank. In their midst also stands the Sun Tower Hotel, across the street from which is the Central Databank Building, a high-tech communications and information base which is operated by Genom staff. It houses MegaTokyo's telecommunications center, gathers domestic and international information via satellite, and its supercomputers constantly gather and compile industry-related information, keeping Japan up to date with international data trends and economic fluctuations.

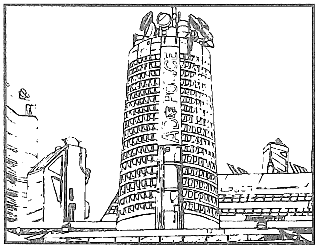
Tinsel City includes many areas which are known for their specialty services. The most famous of these areas is Akihabara, which is famous the world over for its jungle of neon signs and laser ads. Here you can find standard (non-cutting edge) electronics for 20% to 70% off, as well as electronic components and parts, computers, virtual reality systems, software, and cybernetics. If you look around at some of the indie dealers, you can even find custom work and assorted newtech.

Also famous is the Shinjuku area, a famous Yakuza stronghold in MegaTokyo; many black-market goods can be found here, such as used cybernetics, software, and cheap weapons. Numerous Yakuza families share Shinjuku territory; the boundaries aren't in blocks, but rather building by building, room by room. Sometimes you'll see buildings with the *nawabari* (sign) of several different clans at once, but actually this area is pretty safe, as the clans don't fight for fear of hurting business. People of any nationality can be found in Shinjuku, dealing or working at Yakuza-owned bars and nightclubs.

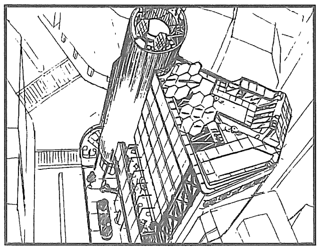
Other notable Tinsel City areas include Kanda, a heavy Academy Zone with hordes of university students about. Books (new and used), foreign publications, sports equipment, and musical instruments can be found here, especially at the Jinbocho Crossing. In Ueno, the area is full of surplus military goods, forged IDs, and food and drinks at 10%-50% off (at night, you can find synthetic sushi at 90% off)! Finally, beneath almost all of District 3 runs Paradise Loop, a subway line that was shut down over ten years ago after the Maglev trains replaced it; for some reason the power remained on, and to this day, several trains still run. The line has become a lawless underground no-man's land, rife with prostitution and drugs.



2. GENOM TOWER: This temple-like headquarters, an arcology 1000 meters tall, symbolizes Genom well, oppressing all other buildings in the Shinjuku area of District 3. Eight years have passed since its construction began, and still it continues to reach for the heavens like a modern-day Tower of Babel. Genom erected this virtual fortress upon land bought from unsuspecting homeowners and the sites of quake-wracked buildings, and the resemblance to Japan's national symbol, Mount Fuji, is undoubtedly no accident. See pages 91-92 for more information on Genom Tower.



3. ADP HEADQUARTERS: The AD Police building houses some of the best law enforcement officers and support staff in the region. The building is built on what was originally a park and public hall, and occupies the entire city block. Three subway lines run directly beneath it, and its nearby neighbors include the Diet Building and the majestic Imperial Palace and its surrounding gardens to the northwest. Security is tight, ensuring safety for the ADP and thus for the populace (supposedly). See pages 120-121 for more information on ADP HQ.

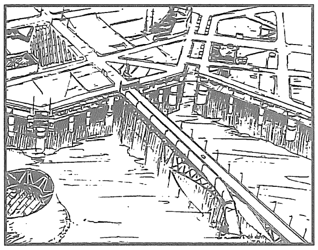


4. LADYS633 FASHION BUILDING: This combined office and residential complex is owned by Sylia Stingray. The building has seven floors, not including the penthouse level and the garage, and is a popular shopping center thanks to the variety of stores located in it. Besides a cafe on the second floor, Sylia's Silky Doll lingerie shop shares the ground floor of the building with Holidays fashion boutique and others. Floors 3-7 are office spaces, and at the penthouse level, Sylia and Mackie Stingray live in a suite overlooking the city. The rooftop even has an artificial lawn and a pool. Though the lingerie shop is quite successful, Sylia mainly uses the business as a front and meeting place for the Knight Sabers—the columnar section at the corner of the building is even planned to be reconstructed into a launch facility for aircraft.

5. HOT LEGS: This live house is like many other nightclubs of its kind: a small dance club in the darkness of a back alley. Occupying a basement, stairs lead down into the ground before the entrance and a rickety fire-escape to the left of the stairs serves the upper level's terrace. The club has has three main areas: the bar, the dance floor and stage, and the upper level terrace. Known throughout the underground as one of the hottest nightspots, Hot Legs attracts clientele from all walks of life who mingle as one party-loving crowd, and is the informal home to Priss and the Replicants.

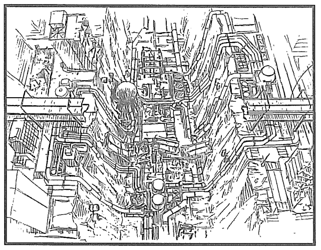
6. COASTAL HIGHWAY: The Coastal Highway is the main thoroughfare that surrounds Tokyo Bay. This elevated bilevel road travels southwest to northeast all the way into the heart of MegaTokyo while also providing the only safe way into the Fault region (through small off-ramps).

7. AQUA CITY: The Ministry of International Trade and Industry pushed the Ocean City Communications Project as the symbol of the 21st century. Aqua City was planned to house commercial, industrial, cultural, research, and other facilities, including several government ministries and even a new Diet Building, but its big selling point was as the nerve center for a network linking onshore and offshore busi-



nesses and telecommunications satellites. Construction of this artificial island over Tokyo Bay was slated for completion in 2029, but was suspended when the 2nd Great Kanto Quake struck. It has stood vacant and decaying since 2025, and was effectively destroyed by the Knight Sabers' confrontation with Cynthia and Frederick in 2032.

8. PRISS' TRAILER: Located in Ota are several artificial peninsulas that extend into the bay. Here, Priss has made her home from an abandoned RV much like many of MegaTokyo's transients and disenfranchised. The decrepit ex-vehicle is spray-painted with "Priss and the Replicants" and Priss' motorcycle-of-the-week can often be seen nearby. Priss has furnished the trailer and (somehow) gotten electricity and running water, and the sliding door in the back provides easy access as well as a means of escape.



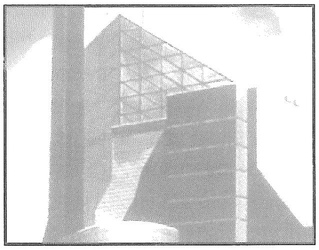
9. FAULT EDGE AND CENTRAL COASTAL HIGHWAY: The 2nd Kanto Quake opened this huge crack in the earth, which runs from the bay all the way west to the outer edge of the city. All that's left of the roads that used to cross this spot are broken bits of concrete and cabling hanging loosely over the fault's edge, a sheer 50m cliff. However, the new Coastal Highway continues down from Tinsel City toward this Fault region, with exit ramps leading inside the fault. This deep canyon is populated mainly by factories and dump sites, although the shadowy "Outer District" is also located near here.

10. TIMEX CITY AND RAVEN'S GARAGE: Deep in the the Fault region lies a populated area called Timex City—the only safe way to get here is by taking the Coastal Highway and then using one of the exits. In Timex City are factory after factory, and snuggled in between them is the plain-looking Raven's Garage. Numerous repairs on the Motorslaves and Priss' motorcycles have taken place here—Mackie can often be found here modifying bikes—and the Knight Sabers maintain a training and exercise facility here as well. If you need any special mechanical work done, come and see Dr. Raven. He's the best there is, as is evident from the numerous awards and plaques around the place.

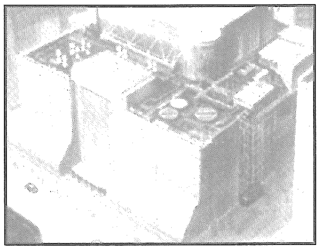
On the outskirts of Timex City is the Outer District, an area forgotten by the Tokyo Redevelopment Project despite the fact that it's just adjacent to central downtown MegaTokyo. Police don't come here, so the area is full of prostitutes, unlicensed clinics, cults, and other flashy street-trash. A huge electrical generator supports this area, where no weeds grow due to the toxic substances in the ground. Because this subcity is on the bottom of a deep crack in the earth, there are only six hours of daylight here ... but at night, the Outer District bustles with an almost frantic energy.

11. GARBAGE DUMP INSIDE THE FAULT: Located inside the Fault region near Kawasaki City, this dumping ground holds everything from wrecked cars and TVs to dead pets and trash. This was the site of the Knight Sabers' first encounter with a BU-55C, and was also where Sylvie fought two BU-55Cs and the Knight Sabers in the D.D. The wreckage of these battles still remains, and considering the other junk and debris scattered about, one might be able to find almost anything here.

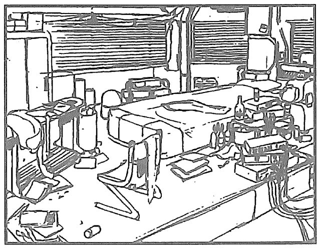
12. GENOM DEVELOPMENT CENTER: This tall structure is used by Genom for Boomer development and research. Genom Enterprises has isolated this building from the rest of the city by placing it in the middle of a large network of park lawns (constantly monitored by rotating triple-camera arrays). Security is extremely tight inside and outside, and strong walls and fences protect the building. Interior bulkheads made of blastproof ceramics protect the research laboratories; what's more, important staff have remote controls for protective electrified gates. The new Boomer co-developed by G&B was built here, and numerous other Boomer projects are going on as well.



13. ST. REGIS HOTEL: Situated in the heart of Tinsel City, this hotel is one of the most expensive and classiest in all of MegaTokyo. Privacy and first-rate service are its selling points: The windows have built-in light filters which keep the sun (as well as prying eyes) out and the concierge will be happy to provide anything, including the occasional prostitute. It's been said that a cup of coffee in the main restaurant costs more than the weekly paycheck of a city worker.

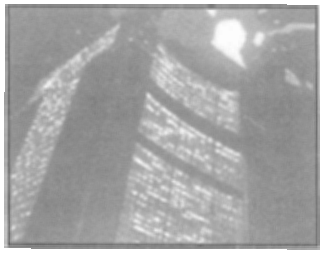


14. EBISU BUILDING: Originally a shrine to the god of wealth, this site was purchased by Genom and turned into a laboratory and manufactory for one of its many subsidiary corporations. Dr. Miriam used this company's resources to construct his own Combat Boomers in an attempt to destroy the Knight Sabers. Located in the Kabuto area, Ebisu is neighbored by a myriad of lesser corporations, warehouses, and relatively small, exclusive financial institutions including the Glory Bank and the Cybernetics Bank of Tokyo.

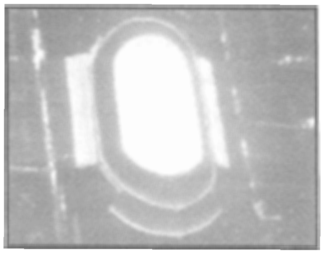


15. LEON'S APARTMENT: Chief AD Police Inspector McNichol lives here, in a studio apartment with a fine view of the bay to the south. While the average AD Police officer could never afford one of these units, which are spacious and well kept, Leon's high rank brings a higher salary—Daley often comes over to Leon's place to crash since it's much nicer than his own pad.

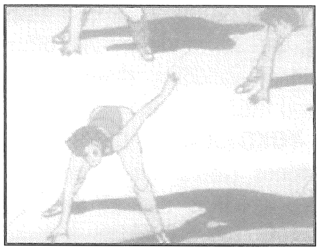
16. LINNA'S APARTMENT: Small but cozy, this is a typical apartment with a full kitchen—reasonably affordable for someone with a steady job. Similar apartments can be found all over the city, and units with a view of the city and/or the bay are more popular (and thus pricier). Such apartments are a common choice for commuters, since there is usually a maglev station nearby.



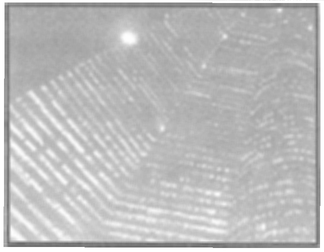
17. TINSEL CITY BANK: An immeasurable amount of money is transferred into and out of this chief financial stronghold of MegaTokyo each day. Located in the heart of the financial district of Tinsel City, this was where the Knight Sabers faced off against Largo's HyperBoomers.



18. BIG EGG II STADIUM: Constructed after the first Tokyo dome was destroyed by the earthquake, the new Tokyo dome is one of the largest arenas in the world. It is regularly used for sporting events and huge music performances, both daytime and night. The most recent major show was the return of Vision after her one-year hiatus.

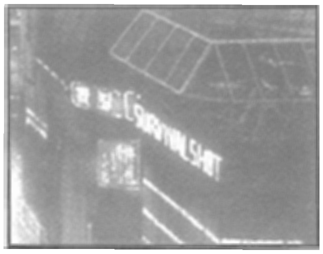


19. FITNESS BEE: This is one of the many exercise gyms, complete with weights, treadmills, and the like, which are scattered all across the city. However, "Phoebe's" happens to be the one where Linna works as an aerobics instructor. Like any gym, it's a good place to meet people.



20. HOTEL (STILL UNDER CONSTRUCTION): This hotel complex is mostly completed but still not open to the public (it is expected to provide stiff competition for the St. Regis and Sun Tower Hotels). The top of the building is still a skeletal framework—this is where Lisa Vanette photographed Nene as a Knight Saber. Nearby is another major construction site: Geo City, a giant underground complex which is expected to establish a new trend in MegaTokyo architecture (with aboveground space dwindling, underground seems to be the way to go). Scheduled for completion in 2034, this Hyper-Intelligent Space descends 300 meters into the ground and is but a part of the Underground Development Plan—there will also be a military staging area and a supercomputer facility.

21. NENE'S APARTMENT: Nene's "mansion" (as she likes to call it) is another typically small MegaTokyo unit, decorated with modestly priced but relentlessly cute furnishings. Considering her AD Police salary, this is the best place she could be expected to afford.



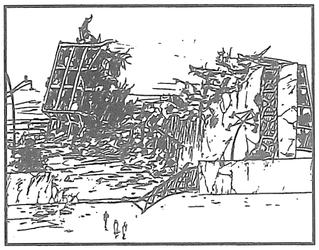
22. SURVIVAL SHOT: Located on the roof of a building in Shibuya, this recreational enterprise is enclosed by VR screens and furnished with small buildings and trees. Using paintball machineguns and other "weapons", visitors can engage in stress-relieving combat simulations. Afterward, meals are available at the restaurant below the playing field. Kill your friends, then make them pay for dinner—it's fun! The Shibuya area around Survival Shot is a popular hangout zone for teenagers and gangs. Like Shinjuku, almost anything can be found here (albeit with less of a Yakuza influence), particularly black-market goods and information. Lone-wolf marketers who don't want to be dominated by the Yakuza come here, but inter-gang scuffles have been known to happen…

23. CATHOLIC CHURCH: A once-holy house now abandoned by God, this decaying place of worship drew Largo to it as a sanctuary away from the eyes of Genom. The surrounding area of Setagaya is a relatively understated Academy Zone, populated by small businesses and grade schools.

24. LOW-INCOME APARTMENTS: Located in Ota ward is a sea of inexpensive federal housing; since many unstable and earthquake-vulnerable buildings collapsed during the 2nd Kanto Quake, the government funded the rushed construction of low-income housing like this to aid castaway families in desperate need of shelter. The noise and air pollution from the surrounding highways makes the area barely livable, and because these apartments were built so quickly, many are falling apart—the city has neglected the pleas of the tenants for help, instead supporting Genom's Technologically Integrated Economic City Project. Genom has acquired the property rights to the land and is in the process of demolishing the apartments, forcibly evicting the occupants.

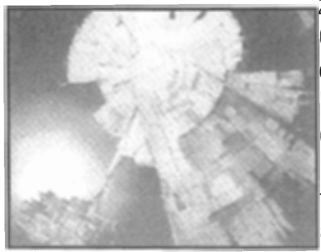
25. MEGATOKYO GENERAL HOSPITAL: This is one of the many hospitals in MegaTokyo, a clean, modern facility with the latest in medical and cybernetic technologies. Many of the patients here are mugging or accident victims, although there are also a large number of people who come for elective surgery, therapy, or emergency care from the occasional Boomer rampage.

26. J. B. GIBSON'S APARTMENT: Before his arrest, Gibson lived in one of this no-frills apartment complex's super-cheap one-room apartments with nonexistent furnishings (only a bed, a chair, and a small table). He sank all his racing money into renting the entire downstairs garage and constantly used it as a workshop to upgrade his machine of vengeance, the Griffon.

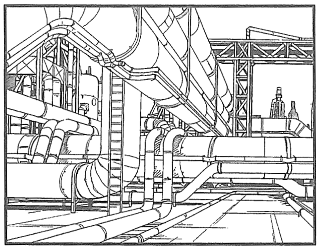


27. WIZ LABORATORIES: Owned by BEC (the BioEscape Corporation), this was the lab where Dr. Stingray created the first race of Boomers. It is now a vacant lot, the rubble standing as Dr. Stingray's grave, since Wiz suffered a massive explosion in 2025.

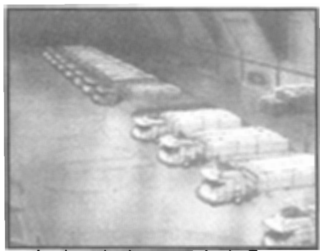
28. CRASH SITE: A fallen ORCA shuttle cut a swath through this wooded area 40 kilometers west of Tinsel City. Debris was once scattered everywhere, but SDPC engineers quickly collected every bit in order to determine the cause of the accident. Who knows? They might have missed something...



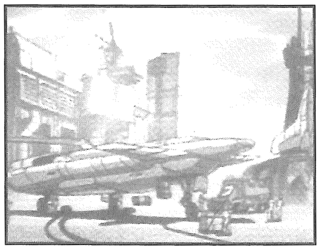
29. GENOM DEVELOPMENT COMPLEX: This is an enormous artificial island built by Genom as an isolated site for the continuing evolution of their products. It includes research laboratories, computer banks, simulation systems, numerous staff facilities, and an extensive proving grounds for evaluating prototype Boomers in the D-35 section. The estimated cost of this city platform is about ¥700 billion, and its size actually equals that of Aqua City. However, Genom's vested interest ensured the Development Complex's completion, and it ran at full capacity until it was severely damaged by the self-destruct of Reika's Battlemover. Repairs and reconstruction are now proceeding swiftly.



30. GENOM RESEARCH FACILITY: Located in the dense urban region of Kawasaki, this is one of Genom's many branch research facilities. This was where the first SuperBoomer was created. Most of this facility was vaporized by a blast from one of the USSD's satellites.

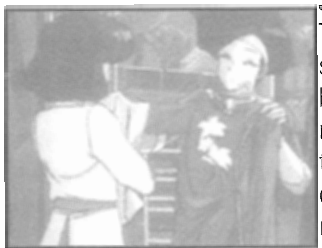


31. GENOM FACTORY AND WAREHOUSE: Located in Kawasaki, this is the largest Boomer storage facility in the city and also a manufacturing center. Everything from simple industrial robots to high-tech combat Boomers are stored here; truck after truck of pre-ordered boomers awaiting delivery is meticulously inventoried. Every aspect of order and delivery is detailed and recorded for security and insurance reasons. Security is understandably tight—even its location (on the bay's shore outside of Kawasaki) was chosen for its protectability and distance from curious eyes.



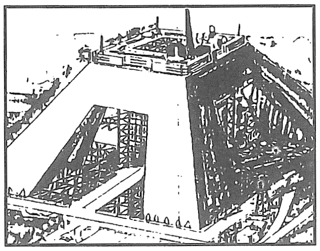
32. MEGATOKYO SPACEPORT: Located on a man-made island on the western fringes of Tokyo Bay (specifically, the Kanazawa coast of Yokohama), this is one of the largest international airports in the world. Its 6-kilometer runway is capable of handling supersonic aircraft and shuttles, as well as spaceplanes which transport cargo and passengers at over 27 times the speed of sound. From here, the people and businesses of MegaTokyo are connected to SDPC's space stations and the Moonbase, supporting the city's heavy industrial investment in space colonization plans. The Spaceport's platform is bilayered, with the top section housing the 24-hour airport while the bottom section has an international convention center. In this large complex, one can manage a good amount of smuggling; while security is incredibly tight, it's only tight for passengers—because there are so many people and packages passing through, they only use scanners to inspect carry-on baggage. So, if you pack big bags with just a little bit of contraband, chances are good it'll slip through.

33. YOKOHAMA CITY AND WAREHOUSE DISTRICT: This sprawling area south of central MegaTokyo is the gateway to the Spaceport. It is littered with renowned buildings and areas, including Chinatown, but a good deal of land is dedicated to warehouses and old airplane hangars. Many of these warehouses have been abandoned, making it easy for people like Vision and her crew to use one of them as a hideout.

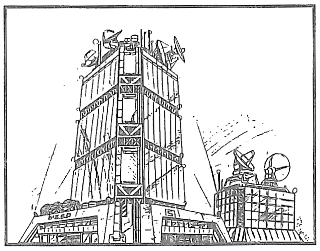


34. YOKOHAMA'S CHINATOWN: This colorful area encompasses a small part of Yokohama, but its size belies a richness of culture. There are restaurants, antique shops, boutiques, street vendors, and other diversions—including slums, criminals, and triad contacts.

35. YOKOHAMA CEMETERY: Tombstones crowd this picturesque hillside, which is one of the few graveyards left—most have been destroyed and used for their valuable land area. One of the headstones marks the grave of Irene Chang, Linna's friend and Vision's sister.



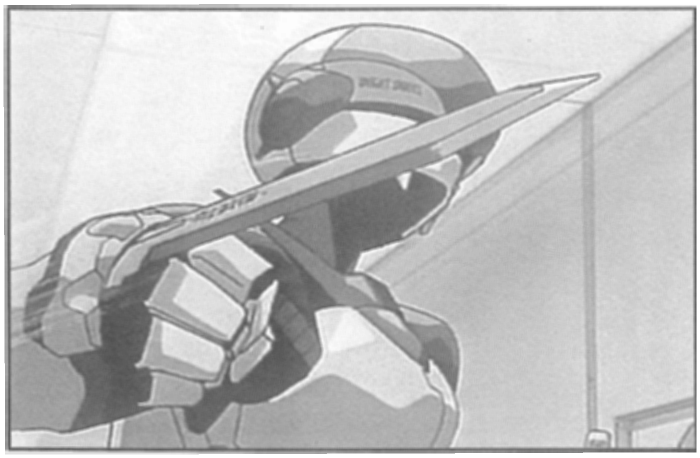
36. GENOM PRODUCTION CONTROL CENTER: Located away from the hustle of the city, near the shores of the bay and the interchange of the outer beltway of MegaTokyo and South Bayshore Drive is GPCC. While the actual purpose of this building is research, development, design, and manufacturing, it is also home to a dissident faction of Genom executives. GPCC was all but destroyed in mid-2033 by Largo and his arsenal of satellite weaponry, but reconstruction is under way.



37. USSD NATIONAL HQ: Secluded outside greater MegaTokyo, the USSD building is tightly secured. Guardhouses located at its perimeter are constantly manned and security passes are needed at key points inside. It is 35km from Tinsel City and is accessible by bus line #16.

REFEREEING BGC

BGC CAMPAIGNS



"After my father died, there was a void in the Hou Bang successorship. But I didn't particularly care ... until she ... until Irene was killed by Genom. Then I was determined that I would have vengeance, first on the Chairman of Gulf & Bradley for killing my parents, and then ..."

—Reika Chang a.k.a. Vision to Linna Yamazaki, late 2033.

Well, now you have your characters, you know the rules, and you've got lots of background on the world. So what do you do with all this?

You create your own anime series. In this case, it's called a campaign: a series of episodes (adventures) involving the players, set in the *Bubblegum Crisis* world. One of you, the Referee, will use this section to design plots and scripts for these episodes. He can then throw the players into his plots and let the story flow from there, running the Non Player Characters (NPCs) and presenting plot twists as they come up.

This is a *very* free-form process, since the Referee never knows exactly what the players will do with their characters, and the plot can change at any moment as the players decide to take unexpected actions. Watching your players cope in innovative and imaginative ways with the obstacles and NPCs presented to them is one of the things that makes Refereeing so exciting. The Ref has to stay flexible, ready to shift events in response to his players' actions, rather than forcing all their actions into narrow plots. Challenging? Yes, and it's a lot of fun too.

In this section, we give you the tools to be a great Referee: How to chose a theme for your series (campaign), devise an overall plot, structure an episode (adventure), and keep your actors (the players) on track.

▼GENRE STYLES

Bubblegum Crisis merges three distinct genres into one unique whole: Anime, cyberpunk, and comic-book superheroes were fired out of particle accelerators, slammed into each other, and caused a chain reaction which blew the roof off the anime video market. To understand *Bubblegum Crisis,* one must understand the styles from which it was formed...

ANIME: Also known as "Japanimation", this can be most easily defined as *Japanese cartoons.* Still, the definition "cartoon" would seem automatically to preclude any serious gaming. Not so—anime covers the gamut from silly children's fare to adults-only material. Even so, all anime shares identifying features: big eyes, vibrant color, exceptional quality of story and art, and everything is done to the extreme. This is what makes anime so popular—its unique set of assumptions which can be applied to any kind of story.

While *Bubblegum Crisis* merges the superhero and cyberpunk genres, it operates within the parameters of anime—extreme fiction. All of the rules are therefore based on fiction, not reality, and are designed to simulate the kind of kinetic, over-the-top action and ideas common in anime. Thus they might not work as they should in the "real world", and may violate the rules of technology that we know. This is done on purpose; we're simulating animation here, not reality.

CYBERPUNK: This is a science-fiction subgenre pioneered by William Gibson's novel *Neuromancer* and Ripley Scott's movie *Blade Runner,* which portrays the dark streets of the near future in a sort of Chandler-esque/film noir style. Cyberpunk includes ideas like: Information is power; Computers are cool tools; Life is full of hard choices; Urban decay is a fact of life; Style over substance; The corporations are taking over; Attitude is everything; Live life on the edge; Whatever you gotta do, do it yourself; Technology is accelerating and alienating people; The lines between man and machine are blurring; and the timeless: Mistrust authority.

In many ways, *Bubblegum Crisis* is very cyberpunk. However, it's colored by the quirks of a dark superhero story and anime; there are flashy mecha, supervillians, and cute girls bouncing all over the place. Still, the genre's unique elements do contribute to *BGC*'s distinctive nature.

If you're interested in exploring cyberpunk in its purer form, check out the *Cyberpunk* roleplaying game by—surprise—R. Talsorian Games. Feel free to use it as source material for the *Bubblegum Crisis* world outside of MegaTokyo. It works surprisingly well!

SUPERHEROES: Given popularity by comic books since the 1920s, the superhero genre presents exceptional individuals, often gifted with superpowers, who battle evildoers and protect civilization from destruction. Sometimes the heroes are bright and noble while others are dark and tragic, but all fight against the evil they see. Come on, you've all read at least one: Batman®, Superman®, even the pulp classics like The Shadow® qualify. Other features of the superhero genre include secret identities, unrepentantly evil villains/organizations, often with superpowers themselves, bizarre and elaborate hideouts, and weird science and technology.

BGC has adopted many of these elements, with Quincy and Genom as the scheming villains, and the Knight Sabers as the semi-dark heroes who must keep their real identities secret from the public or risk arrest. Supertechnology and two-fisted action abound. All of this is rendered in the anime style and run through a cyberpunk filter, to give us the ultimate techno-superhero tale: *Bubblegum Crisis.*

▼THEMES

A theme is the basic idea that unites and pervades a story. All forms of storytelling are thematically oriented, the *Bubblegum Crisis* OVA series included. Whether it is man versus machine, man versus nature, crime doesn't pay, or love conquers all, your campaign should have a theme as well.

The most prominent theme in the *Bubblegum Crisis* video series is revenge. However, *BGC* explores many others (albeit more subtly), including how people deal with crises, how society is affected by technology, and the nature of humanity. Such themes can be difficult to conceptualize fully, much less express in a roleplaying campaign, so you should be sure to choose a theme with which you and your players are comfortable.

Continued on page 154

▼THE REFEREE'S ROLE

So, what does a Referee do? First, as the Referee, you're the creator of your campaign's world; although *BGC* was created in Japan, each Referee expands the world of 2033 by adding new people, places and ideas. You're are also the "director" of your *BGC* anime series (i.e., your campaign), establishing your players' situations and surroundings as well as maintaining appropriate mood and atmosphere. As part of that role, you'll take on the personas of all NPCs, controlling their actions and speaking as their voices. You're also the writer, developing plot ideas for your players' characters. Your final duty is to arbitrate the rules of the *Bubblegum Crisis Roleplaying Game.* You'll decide what can and can't be done—within both the parameters of the Fuzion™ system and the constraints of your game world and campaign style. This includes setting and rolling difficulty values for any tasks which the players undertake as well as determining the exact results of all rolls. Since no rules set can cover *every* possible situation, you'll often have to use your own judgement and imagination to extrapolate from the rules.

▼*BUBBLEGUM CRISIS* REPLAY

To demonstrate how your game sessions can run, we're offering what Japanese roleplayers call a "replay"—a retelling of a segment of a game session. In this scene, the Night Hunters (a team of high-tech vigilantes) are looking for a missing girl named Karin, and have heard that a street-gang called the Redjacks might know where she is. A rendezvous has been arranged in the slum zone, near the Highway 11 overpass. Mike is playing Makoto (the team's leader), Janice is playing Tasha (the weapons expert), Alex is Ash (the electronics expert), and Benjamin is the Referee. This scene's goal is for the players to get some information regarding Karin's location from the gang, but the Ref may have other ideas… (Note that when a player is speaking in character, it will be in "quotes.")

Benjamin: Alright, having left your van a couple of blocks back, the three of you walk to the meeting site. It's very dark, you're surrounded by burnt-out, abandoned tenements and there's nobody else on the street. Directly ahead of you is the overpass.

Mike: OK, we head towards it. "Remember guys, we need info from the Redjacks, but watch out—they're scum. Dangerous scum. Tasha, you did bring that handgun, didn't you?"

Janice: "Sure did, Makoto. I never leave home without my magnum." I'm keeping a sharp lookout for any signs of an ambush as we approach.

Benjamin: (Rolls dice just for effect.) You don't see anything noteworthy, but you never know … Meanwhile, you arrive beneath the overpass. There are several hulks of cars heaped around here. The towering support columns are covered with graffiti and the constant rush of speeding cars oppresses you from above.

Alex: "So where is everybody, anyway?"

Benjamin: Suddenly, several ropes drop to the ground from above! You also hear a high-pitched hissing sound.

Mike: Like the sound of people sliding down the ropes …

Janice: "I knew it—It's a trap!" I whip out my magnum and …

Alex: "Wait Tasha!" Are they attacking? Can I tell?

Benjamin: It's pretty dark, but you see people descending. Roll Perception.

Alex: (Rolls a die and adds up his result) I got a 16.

Benjamin: You can see some knives and handguns, but they're all holstered right now, and the guys seem to be descending pretty casually.

Mike: OK, I think we should step back some and let these guys make their fancy entrance. I stay ready, but make it clear that I'm not jumping the gun. Unlike Tasha … (Mike looks accusingly at Janice.)

Janice: "Yeah yeah yeah." I stow the magnum and stand back. But I make sure I don't look impressed!

Benjamin: OK Janice. In all, six guys slide down to the ground. They're all male, late teens, mixed races, wearing lots of spiked leather and urban camouflage, and they all have some kind of tattoo on their necks.

Mike: Wait a minute… The Redjacks all have red mohawks and wear motorcycle duds. "You're not the Redjacks! Who are you guys!?"

Benjamin: One of the guys, a big fellow with long green hair, saunters toward you and says, in a gravelly voice, "That's right man, we ain't no Redjacks. But they'll be here soon. If you got any brains, you won't be around when they show."

Janice: "Uh-huh." I don't buy this at all. I think we should bust these guys up and ask whoever's still conscious what the heck's going on!

Alex: Hey, my character's grew up in the inner city, so maybe I recognize these guys. I'm gonna try rolling on my Area Knowledge; I get a 14.

Benjamin: Good thinking, Alex. Your roll's good enough to recognize this gang's "colors"—they're the Steel Rats, a rival gang to the Redjacks. They're always having scuffles with the Reds and are notorious for climbing and spelunking in abandoned parts of the city's buildings.

Mike: "So there's no love lost between you and the Reds. What's the deal?"

Benjamin: The big Steel Rat says, "We know you're lookin' for the girl. The Reds tried to nab her when she blundered into disputed territory, but they got in a scrap with us instead. The Reds're planning to ambush you, then grill you for what you know about where she is. We figure they're after the reward for her return jus' like everyone else is." He pulls out a cigarette.

Mike: Hmmmm. I'm still not satisfied—Is he lying? I give him a light for his cigarette, which will also make it easier to see his face so I can make a Perception roll; I get a 17.

Benjamin: (Secretly rolls the Rat's Persuasion, getting a 17 as well.) You can't really tell, but you're sure there's more to this situation than meets the eye. The Rat puffs on his cigarette.

Janice: "What do you care if the Reds jump us? What's it to you?"

Benjamin: The Rat narrows his eyes and says, "You're right, we don't care about your sorry butts—But if the Reds get any info outta ya and actually find the girl, they'll get a lotta dough from the reward. And we can't let those guys go around buyin' up more weapons than we can!"

Janice: "I like this guy's attitude."

Alex: Y'know, while all this is going on I think I'd better take a look around and make sure the Redjacks aren't watching—or listening to—this little scene. I get (rolls) an 18 on my Perception.

Benjamin: Good thing too, Ash—you can hear a noise over the din of traffic above you. It sounds like the roar of approaching motorcycles…

It isn't necessary for you as the GM to explain to your players what the theme actually is—you might give away too much by revealing the theme to them. Still, thematic choices should be made to unify a campaign's adventures, i.e., its story. Just about any theme from superhero or cyberpunks sources will work, but here are a few to consider.

REVENGE: As we've stated, this is a big one in *BGC*. The Knight Sabers are founded on it. Sylia, Linna, and Priss are all driven by it in various episodes. Gibson and Vision are obsessed with it. Largo absolutely enjoys it. Anri's grief drives her to it. Revenge is a relatively simple and perfectly acceptable choice for your campaign's theme. Your players can have a serious bone to pick with the villain (like Genom killed their lover/children/parents/pet/whatever) and the course of the campaign follows them as they act out their vengeance.

TECHNO-SHOCK: The world of *Bubblegum Crisis* suffers from a constant acceleration of technology. A major sub-theme in *BGC*, this could be a main theme in your game. Technology is changing society faster than society can adapt, causing chaotic upheavals, disrupting traditional lifestyles, and threatening to render humanity itself obsolete. Are the players riding the new "techno-wave", or are they fighting to maintain some of the traditional and time-proven values of the past? Are the villains neo-Luddite terrorists trying violently to stop progress, or are they a ruthless techno-corp pushing the agenda of progress right over people's dead bodies?

WHAT IS HUMAN?: Another sub-theme in *BGC*, the question of what is truly human in a world of artificial people and computer intelligences is very pertinent. Are the more advanced Boomers really simply mechanical humans? Do they deserve the same rights as "living" beings? Is a 70% cyborg really no longer human? This is a great theme for the Boom Runner campaign (see page 155).

CAPITALISM CAN BE TAKEN TO AN EXTREME: In 2033, megacorporations make a lot of the rules, and they don't really care much about the "little guy". The rabid pursuit of material wealth and progress at all costs are not healthy goals to live by; Genom is the ultimate example of a capitalist machine that has grown beyond its ability to serve people. Your campaign can explore the fight to bring rampant commercialism under control, with the players facing off against one or more megacorps solely to prevent them from rolling over everyone in their quest for profit. Your campaign doesn't have to be a manifesto for socialism—simply show how even a good thing can go too far ....

BGC CAMPAIGN TYPES

Being a fusion of superhero, cyberpunk, and anime conventions, *Bubblegum Crisis* offers a wide variety of possible campaigns to the enterprising referee. Set in a near-future Earth plagued by problems new and familiar, expanding into orbit, the world of *BGC* has room for almost any type of story. What kind of stories do you and your players want to tell and what characters do they want to play?

THE KNIGHT SABERS: If it strikes your fancy, you could play the battlesuited ladies themselves. There are certainly many more adventures awaiting them (what did they do from June to December of 2033, anyway?), and who better to tell those tales than their loyal fans? But please try not to kill them—there's a new TV series in the works!

ANOTHER VIGILANTE TEAM: This will likely be a popular campaign type: Your group is a new team of Hardsuited warriors or Battlemover jockeys like Vision, fighting villainy in MegaTokyo or your home town!

R. Talsorian's own *Bubblegum Crisis* campaign setting is *Bubblegum Crossfire,* where other super vigilante groups have popped up around the world (see page 167). This campaign type can follow the team through their inception, including what motivates them to pursue a life outside normal society, into their fight for justice (or revenge). Supertechnology, extreme villains, and the tricks of leading a double life would all be factors in these stories. The characters in such a campaign can have varied backgrounds and professions, but all should have mecha or supertech skills and assume secret identities as vigilantes.

This will require some background development between the players and the GM: How does the group make money, what kind of HQ do they have, etc.? Don't get bogged down on the details here, but don't let them set up anything that's too powerful either. Let them start with a simple base, a moderate source of income, an information network that lets them know where they need to be, and a reasonable way to get there. Remember: They will always get cooler stuff as the series progresses. You could even let them start with surplus police equipment, like a bunch of souped-up K-12s and some copters, and let them build from there!

Vigilante heroes face two related challenges: maintaining both secrecy and the team's reputation. Secrecy is necessary to keep the characters (and their Dependent NPCs) safe from retribution and harassment, be it legal or otherwise. Should their real identities become known, their enemies (and the press) will be able to hound them at all times—which is why most superheroes don't use their real names.

The team's rep is important as well; the better the rep, the better the jobs they can get as a team, and the more money they can ask. More importantly, the higher their rep, the more likely the local authorities will be to turn a blind eye to the group's extra-legal activities, since they'll have a grudging respect for the team and appreciate the help. If the team gets a bad rep, however, such as one for injuring bystanders or inciting riots, the authorities will be all over them like white on rice, waiting for their next appearance with handcuffs and AP rounds ready. That's why when Largo tried to destroy the Knight Sabers' reputation in *Red Eyes*, they had to respond or be declared a menace by the AD Police.

All this doesn't mean that the team has to have the reputation of being "nice guys", just that they be known for being effective crimefighters who protect the innocent. As the GM, you'll have to keep track of each of these factors, like who knows any of the team's secrets, and what their public relations status is like this week.

AD POLICE: Another popular choice, this campaign would follow various police player characters as they respond to constant threats to their home city's peace. Police stories can be quite melodramatic, so it wouldn't take much effort to create an ADP campaign which is basically *Hill Street Blues* or *NYPD Blue* with mecha. While MegaTokyo would seem to have it especially bad, it is reasonable to expect that just about every industrial city in 2033 has its own ADP-like unit. Your city's ADP could even attempt to go beyond their purely reactive status, forming a special team whose duty is to *prevent* Boomer crimes, by performing undercover investigations, examining corporate operations, and maybe even breaking into an R&D facility now and then ....

This a good choice for a beginning campaign, because this style provides a ready structure for the players to act within. They are officers on the force, with specific duties, access to resources, and responsibilities to superiors. We recommend making them detectives like Leon and Daley. This will give them the freedom to pursue investigations and still don Battlesuits when the stuff hits the fan.

The politics of the force are worth exploring as well. While the cops are supposed to enforce justice, the AD Police is heavily funded by the corporations. This means that the corps can bring significant pressure to bear on police investigations that threaten their interests. Can the players seek the truth without getting thrown off the force by corporate lobbyists? Might politically-besieged police get replaced by Boomers?

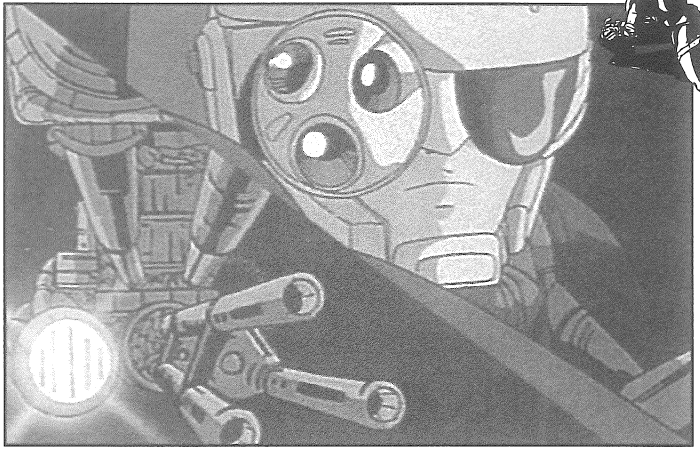
SPACE COPS: Your characters might not even be on Earth. Remember *Outland?* Perhaps your characters are staff on one of SDPC's gigantic space stations or the Moonbase. A large percentage of the population of those facilities are Boomers—largely F- and G-series space development Mannequins and Labor types, but there are also Androids and a few Combat and Battle Boomers to keep track of—and then there's the human population. With the claustrophobic, tedious nature of space life, there's a high drug trade, and accidents are common. Imagine being a cop or security officer in an evironment like that—where only excuses separate you from the robots, where only will separates you from the junkies, and where only a few centimeters of composites separate you from sudden explosive decompression.

MILITARY TYPES: There are several small wars being waged across the globe in 2033, and the Polar War is drawing in forces from the major powers. Battle Boomers, Powered Suits and Battlemovers are used extensively in these conflicts, and mercenary teams have even been known to hire their firepower out to the highest bidder. However you slice it, the military provides enough structure to keep players in line and enough support to keep their high-tech weapons on-line. In the military, there's a built-in command structure and people get to wear neat uniforms and live in a ship or base. The characters would not have to worry about repairing or resupplying their advanced weapons—the military supplies everything the players will need to maintain combat readiness. However, there are also strict hierarchies and disciplines in the military; disobeying an order can land you in the brig or even lead to a court-martial or execution.

Anime tends to preach that War Is Hell. There should be regular incidents which hammer this point home—the violent death of a friend, the destruction of someone's home, etc. However, don't let your games get too caught up in the war aspect of the story—the focus should still be on the characters and how they interact and develop over the course of the series.

Military players would tend to use ADP-style trooper armor and customized K-series battlesuits, or Battlemovers like the GD-42. If your characters begin in the military, they could have just finished basic training and have yet to see combat—in this case, throw in lots of hazing from senior soldiers to make the new recruits feel at home! At the other end of the scale, the players could be battle-scarred veterans, waiting for the next action. The characters might be mercenaries-for-hire, heroic and suicidal test pilots, or a team of commandos who perform anti-Boomer duties (like preventing tank columns from being assaulted by BU-12Bs). The players could even be civilians, either drafted or involved with the military after one of the characters (or one of the NPCs they know) has just invented/stolen a radical new technology.

BOOM RUNNER: If you want to explore the "What does it mean to be human?" theme in your campaign, some or all of your characters could be Boomers. This series type is quite challenging to run, but can also be a unique roleplaying experience for your players. They could be Androids, military, or corporate Combat Boomers, or perhaps even rogue HyperBoomers who have sworn to destroy the corporation which created them. The players could even be military-use covert Boomers who escaping their warlike life and try to "live" as they please, all the while finding ways to repair themselves and avoid the AD Police. **Note**: If you are going to mix Boomers and humans in the same group, use Sexaroid-like Androids and other very-near-human Boomers to ensure that the humans aren't overshadowed by the Boomers' superhuman powers.



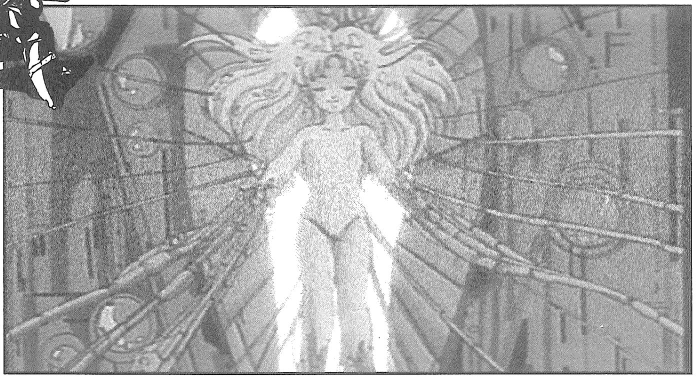
A Boomer campaign is a tough one to start with, since Boomers require considerable roleplaying on the part of the players and considerable control on the part of the GM. Boomers can be very powerful, but they are also outcasts in society and are always hunted. Like children, many Boomers will be exploring what they are and how they feel for the first time. Some may see themselves as superior to humans, while others face the dilemma of being just a machine. So in addition to action, deep thoughts and issues can be explored—if your group is up for it.

CORPORATE WEASELS: Your games could follow a corporation's business and operations, with the players working for the corporation as special operatives who handle special projects. These projects could include exploring new technologies, maintaining security, performing espionage, or even carrying out assassinations. They could be repo men or insurance investigators dealing in high-tech cases, or they could be an extraction team who forcibly "hire" the best away from other companies. The corporation the characters work for could be relatively upstanding or despicable, prosperous or desperate. Perhaps the players must attempt to ward off a hostile takeover by Genom. Heck, you could even let the players see how the bad guys live by letting them play Genom employees!

MEDIA VIRUS: In the ever-shrinking global village of 2033, the media can reach more people than ever before. With the increase in war, intrigue, and corruption that has swept the Earth, there's plenty of bad news to garner ratings. The growing reach and influence of corporations has spread pop culture like a virus, and hard times fuel the passions of the people. Given this climate, groups of reporters or musicians can get rich and famous quickly. If they're really good, they might even be able to make a difference in their world. Reporters could cover dangerous stories like natural disasters, ecological crises, and brushfire wars, or they could be hard-hitting investigators who expose the corruption of media stars, politicians, and corporate bigshots.

ORGANIZED (?) CRIME: Players might want to work for the Mafia, Yakuza, or a Triad, using stolen technology in order to achieve their goals. Reika demonstrated that Triad heiresses can be cool—why can't you? Of course, no one said that the players had to be all that organized; they could go into business for themselves. If the players have consciences that nag them about stealing, throw in a Robin Hood angle—steal from wealthy, oppressive corps and give to the deserving poor. Or the characters could be escaped prisoners seeking justice or retribution (if they were wrongfully imprisoned) or vengeance on their jailers (if rightfully imprisoned).

Any number of other options (or mixes of options) are available. Some *BGC* campaigns may well push the mecha and gear into the background completely, focusing on characters dealing with a hi-tech, low-brow world that seems to be rushing into oblivion. Campaigns could follow civilians who build mecha as a hobby for use in sporting events, or specially trained emergency-response experts who conduct rescue and disaster control operations using Powered Armor and Medivac Boomers. Others could focus on space colonists, trying to build a new world after having given up hope on the old one. The choice is yours.



THE PLOT

If you're trying to tell a story, any story, you need a plot—a thread of events that drives the story forward to its conclusion. Your plot could be resolved in a single episode (adventure), or be part of a larger story that takes an entire campaign to relate. Consider the plots of the video series:

- The Brian J. Mason/SuperBoomer/Largo plot runs through Episodes 1,2, 3, 5, and 6.
- The Vision plot actually begins in Episode 2 with the death of Irene, but doesn't come to the fore until Episode 7.
- Then there are Episodes 4 and 8, where an entire plot is begun and resolved in a single sitting.

Note that these plots often consist of several smaller plots linked together. For example, the Sexaroid escape plot in Episode 5 has its own beginning, middle, and end, and is not obviously linked to the SuperBoomer plot until Episode 6, where Largo reveals that he arranged the escape to discredit Kaufman and Flint. In the same way, your plots can have many small episodes, some of which are interlinked to larger plots, and others that stand alone.

Look at these stories for inspirations for your own ideas, but know that there is room for a wide variety of plots in the *BGC* world. Plots often start small, with incidents or clues that only hint at the larger problem. The majority of the plot is a series of encounters or events that develops the story and allows the tension to build until the climax, where the truth is revealed or the goal of the protagonists is accomplished (or not; this is a game, after all).

Bubblegum Crisis does contain some special elements in its plots. One is the balancing of personal involvement with "the big picture." In order to keep the players interested, the plotline should be relevant to them personally, but it should also involve a great deal more. For example: An adventure might involve the murder of a character's friend, but the character should eventually discover that the murder was part of a much greater scheme (perhaps to keep the dead friend from exposing a plan to buy the city, etc.). This being anime, sometimes the players *will* be the center of the universe, but even then, a much larger plot will revolve around them. It may be personal, but it's never simple. A corollary of this point is that the plot must have consequences; the outcome of this story will have repercussions in the world at large. These consequences are usually related to the overall theme of your campaign, and reflect some aspect of that idea.

The exact content of *Bubblegum Crisis* plots can be very flexible, though. War, espionage, natural disasters, and political infighting are all possible. These basic elements can be mixed, matched, and modified to provide an enjoyable campaign setting.

EPISODES

Bubblegum Crisis videos are structured within a very specific type of media: half- to one-hour videos aimed at an upwardly mobile, well educated, young adult audience. Each episode contains as many elements as possible that make it popular with its audience: action, cheesecake, flashy mecha, ruthless villains, etc. You too should aim to make each game session its own really great episode of the larger series. Make sure that each episode has some serious combat, some intense interpersonal action, a few sexy and utterly cool NPCs, at least one new weapon or mecha to play with, a breakneck pace complete with a rock-and-roll "soundtrack" of your favorite tunes, and as many props (in the form of character drawings, maps, and models) as you can possibly throw on your gaming table.

In the Creating Your Episode section below, we outline how to combine these elements in a way that will ensure the pacing and balance of each of your episodes.

GOALS

Goals are absolutely vital to running successful roleplaying games. While roleplaying is much like regular storytelling, there is an important difference: You can't really script a roleplaying adventure. No matter what you do, your players will come up with things you never could have anticipated. Therefore, you don't write scripts for your players to follow, you create **goals** to keep them moving in the desired direction. There are three different levels of goals in the *BGC* RPG: the Beat Goal, which is what must occur in order to advance the plot; the Episode Goal, which may be an end to itself or link to the larger story; and the Campaign Goal, which is what *all* of the action is leading up to.

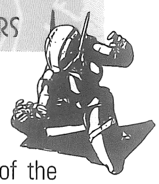
BEAT GOALS: Each scene (or Beat, see the next page) will have its own minor purpose or goal for the players to accomplish. Sometimes it will be as simple as surviving a combat. At others, they may need to get an informant to talk or prevent the theft of an important clue in achieving the Episode goal. These goals are flexible and even disposable. If your overall plot can survive the removal of some of these Beat goals, no problem. For example, if the team fails in preventing the theft of the clue, they could pick up another clue later on, or maybe go on a mission to get it back.

EPISODE GOALS: Each time you sit down to run an episode you should have some idea where the action is going to go. Episode goals are flexible. They can range from winning a card game to infiltrating an enemy base. An example: A spy is in the characters' midst—the goal would be for the characters to discover the spy and expose him during the episode.

Once you have a rough idea of what your characters absolutely *must* accomplish, you can give them a lot of leeway in how they accomplish it—just keep in mind that there is something in particular that should be accomplished during this episode! Even if it's in a roundabout way, you should always nudge events to achieve your goal for the episode; if the players throw you a loop, you should be ready to bounce back. By subtly placing the goal in front of them over and over again, you can eventually get them to stumble over what they have to do, and save your plot at the same time. While it's best if the players accomplish a vital goal, it's acceptable (but not desirable) to have an NPC save the day if they don't.

SERIES GOALS: Each campaign should have a climax: The moment all of your characters have struggled to reach, their moment of glory or their final defeat. The Referee should decide the series goal at the beginning of the story, and you will need to guide the story to its final goal. Most of the episodes will build to this, and all the pieces should come together: the final confrontation with the villain, the last bit of information to solve the puzzle, or the final mission that will end the crisis. A series goal should be treated with more formality than an episode goal; it is, after all, the end of your series.

Bubblegum Crisis stories are usually linear; they should never lose the feeling that they are going somewhere. If two sessions have gone by without a progression in the plot, it's time to nudge things along.



And if the action *is* progressing, then it has to be going somewhere, doesn't it? Soon comes the moment all Referees and players fear: the end of the campaign. No one likes the idea of ending a game that is going well, but remember: Just because you end the story doesn't mean that you can't bring your players back for a sequel! *Bubblegum Crash!*, anyone?

▼SUBPLOTS

While plot-oriented conflicts and crises form the core of a good *Bubblegum Crisis* story, it's the personal stuff that hooks the players' interest. Subplots are stories that are connected to the main plot, but are of a smaller scope. They are a good way to help the players see the larger picture by introducing them to the smaller one first.

The rules of subplots are simple. First, they must have a direct relationship to the player characters. The relationship can be active (e.g., the players are doing something that is caused by the subplot) or witnessed (the characters are witnesses to an event that is caused by the subplot). Popular subplots include betrayal, vendettas, personal quests, political intrigue, or romance (always a popular choice). In an active subplot, a player is likely involved in the romance herself. In a witnessed subplot, the character might spot a comrade in an illicit rendezvous with a known enemy.

The second rule of subplots is that they must take a back seat to the main storyline. If you find more time being spent on a single subplot than on the main story, it's time to back off a little. However, a collection of subplots can come to dominate the action for a while. While running a campaign in the *Bubblegum Crisis* style, you should have at least one subplot for each of your characters (two or three characters can even share one).

Put as much attention and work into these subplots as the main story. Interaction with these subplots are what will make a character interesting. If you look at *Bubblegum Crisis* characters, you'll discover that the characters that catch your interest are the ones that are dealing with personal problems (Yes, that's Priss' secret). Make sure to use melodrama to your advantage. Don't neglect this interpersonal stuff—the vendettas, friendships, love affairs, betrayals, and tragic events. Make sure you fit a few soap opera elements into each session for your players, and don't forget to leave some of those plots unresolved so they have to come back next week to see how it ends...

▼PLANNING AN EPISODE

Now you've got your genre, theme, plot idea, and some nice bits you know you want to put into your game. Now it's time to plan out an episode.

Whether for a *BGC* video or adventure, you need to decide where the action's going. Pacing is the most important part of that plan. You not only have to tell a story, but also have to break it up into manageable chunks for your players. Each "chunk" of story should convey information, be entertaining, and help provide excitement by pushing the plot along in some visible way. We do this in *BGC* games by using a writing trick called a Beat Chart: a framework in which certain actions or scenes take place in a certain order. The order of the scenes helps maintain dramatic tension and helps the storyline make sense.

▼ THE BEAT CHART

Each Beat Chart has five parts, or Beats: the Hook, the Development, the Cliffhanger, the Climax, and the Resolution. Some Beats, like the Hook, Climax, and Resolution, occur only once. Other Beats, like the Development and the Cliffhanger, are used over and over, but in alternating order.

There are three rules for setting up a Beat Chart

1) The story (adventure) always begins with a Hook. The Hook is a short piece of action or suspense that is used to involve the reader, viewer, or player in the story. For instance, the sudden appearance of a rogue Boomer may herald more trouble down the road...

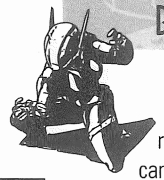
2) The story (adventure) always ends on a Climax, followed by a Resolution. The Climax is the big finale of the story, the battle where Good defeats Evil (hopefully), or where the murderer is revealed. The Resolution is the tag line; it's the little part at the end that tells what happens as a result of the Climax. It's the part in the video where we see the supposedly dead villain flying escaping, or the heroes living happily ever after.

3) Developments are non-action Beats that move the adventure along; they involve clues, revelations, conversations, and character developments. Cliffhangers are always action scenes: Chases, dogfights, battles, and so on. Developments and Cliffhangers should appear in alternating order; you probably won't want to have two Cliffhangers or two Developments in a row. As a general rule, if your Hook has a lot of action and battle, you'll start the rest of the story with a Development; if the Hook was more cerebral and inactive, you'll want to start with a Cliffhanger to liven things up. You will also want to make sure that you'll end on a Development if your Climax is an active one, and a Cliffhanger if your Climax is more mental.

Grab a scrap of paper, and quickly jot down a rough idea of the Beat Chart for your adventure. You know you'll start with a Hook, and end on a Climax and a Resolution. But how many Developments and Cliffhangers are you going to need? One way to determine this is to decide just how long you want your adventure to be. A rule of thumb is that each Beat in the chart should take about one half-hour of game play. Your Hook, Climax, and Resolution automatically account for one and a half hours; subtract this from the total hours of play, then divide this remainder between Developments and Cliffhangers. So a six-hour game session gives you four and a half hours for several Developments and/or Cliffhangers. Decide (in a general way, since you haven't started to plot things out yet), whether you want to start on a Development or Cliffhanger, and which type of Beat you want to end on. Number the list in order of appearance and you've got a Beat Chart.

▼PLOT BEATS

In this section, we've listed some of the all time best Beats: Beats found in TV shows, movies, books, and plays throughout entertainment history. This isn't an all-inclusive list and you should make sure to come up with your own beats. Start by picking the type of beat (Hook, Cliffhanger, Development, Climax, or Resolution) that you'll need for each part of your Beat Chart. Next, read each beat listed under that area for ideas and possible directions to take that beat. With a little imagination, you'll be surprised at how fast you can construct an interesting story line!



▼ HOOK

The Hook is how you get your players involved FAST, to start the action rolling and make things interesting from the beginning of the game. It can involve any type of situation which poses an immediate threat or interest to the players. An ambush could be a hook. So could finding a suitcase full of datadisks. Both situations get the players involved and moving. A hook need not be directly connected to the main plotline; it can be a self-contained scene, just as long as it does its job: to wake the players up.

● **Amnesia Victims:** In this hook, the players awake in some type of dangerous or difficult situation. They have no memory of how they got there or who they are. Meanwhile, friends and enemies alike treat them as though the players know the whole thing. Maybe they've been downloaded into Boomer bodies!?

● **Crisis:** The players are immediately embroiled in an ongoing crisis, possibly a disaster of world-threatening proportions. A programming virus may have infected the Boomers and caused a revolt, an earthquake might be shaking everything to the ground, or a tailored plague could be ravaging the city. The Crisis begins the moment the players walk into the game, and doesn't let up for a moment until they either escape or set out to stop it. Once again, it's important that the Crisis hook relate directly to the game; the source of the virus or plague has to be found, or the earthquake is caused by a new device by Genom, etc. A variation is the Looming Crisis, where the actual danger hasn't broken over their heads yet. There are mysterious portents, and an aura of dread pervades the air. In the Looming Crisis hook, the plague hasn't started yet, but dozens of people have all died from a mysterious and horrible disease, etc.

● **Discovery:** This Hook marks an adventure started by an important discovery. The players might find a new invention, or uncover a mysterious secret. In all cases, the discovery Hook should directly link into some important element of the later game (the players discover a fragment of computer code which will turn out to be instrumental in controlling a new breed of Combat Boomer, etc.).

● **False Accusation:** In this Hook, the players are falsely accused of a heinous (or not so heinous) crime. A terrified young woman points one of the players out to the local police as her attacker. A man falls dead in a player's arms, a knife sticking out of his back. Anything that could get the players into major trouble is laid (undeservedly) at their doorsteps. The important part is that the accusation be unfounded and that the players be given only a limited number of options: fight (against impossible odds) or flee (with everyone in the world after them). *Red Eyes* began this way.

● **Kidnapping:** In this hook, the players are either kidnapped by an unknown and powerful force, or one of their friends is kidnapped (the idea here is to begin the game with the kidnapping, setting the scene for a rescue or an escape).

● **Murder:** This Hook uses the death of either a friend/relative/ally of the players, or of an obviously innocent victim. The murder can occur either near the players, or the victim can be discovered by them. In no case may you allow the players actually to capture the murderer in question; the aim is to link the murder into the subsequent game. This Hook has been used in numerous *BGC* episodes, such as *Born to Kill*—in fact, the murder of Dr. Stingray is the Hook of the whole series!

● **Revelation:** The Revelation Hook represents a previously hidden fact that will dramatically change the players' lives. A Revelation could include an unexpected inheritance, a secret past, mysterious parentage revealed, or a terrible curse. In this Hook, the revelation will directly be linked to the game in some way or another. A good revelation would be obtaining one of Dr. Stingray's Data Units.

● **Play a CLIFFHANGER (see next column):** A Hook could easily be a furious action scene (most TV action shows begin like this). The best Cliffhanger Beats to play are Confrontation, Ambush, or Fight. A Cliffhanger Beat should serve to propel the players immediately into the game's plotline, by introducing them to either their opposition or their allies. For example; in *BGC 1: Tinsel City*, the opening scene where the team battles a new Combat Boomer is a hook. It tells the audience that the Knight Sabers do interesting things, what the world and situation is like, and that the pace of action will be fast and frenetic.

● **Play a DEVELOPMENT (see page 159):** You can elect to play a Development Beat as a Hook. The best options for this are Secret Meeting, Mistaken Identity, Romance, or Treachery. Your choice should immediately propel the players into the game's plotline and introduce major allies or opponents. For example, a player could fall in love with a character he'll ally with later, be betrayed by a friendly force, or find himself enroute to a secret meeting with his opponents.

▼ CLIFFHANGER

A Cliffhanger is defined as "a contest whose outcome is in doubt up to the very end." Cliffhangers usually involve physical conflict or peril of some sort. A Cliffhanger can take many forms: a car chase, a dogfight, a sword duel, or even a fist fight. Cliffhangers serve two purposes in your plan: They speed up the plotline by increasing the pace, and interject a note of danger. Sure, it may be important that the heroes discover the secret weapon in the basement, but the fearsome Boomer guarding the weapon is a far more exciting problem.

You don't want to pile Cliffhanger on top of Cliffhanger; your players will get tired of unrelenting battles pretty fast, and it will dull the impact of the danger and excitement. Cliffhangers should be kept short, deadly, and with the threat of defeat (or death) right up front. And save the best for last. At the start of an episode or series, the heroes are unknown quantities; a few short battles with average opponents will tell both them and their enemies their strengths and weaknesses. Once they've got the hang of it, you want to raise the ante enough to make the heroes a little more worried. By the end of the script, you want to hit them with the toughest thing you've got—but hopefully, they've now got the secret item/code/weapon/whatever they must have in order to defeat (barely) the Big Threat.

● **Ambush:** Generally, this Cliffhanger is much like a Battle (see below), but in an Ambush, one side always gets a free shot before its opposition can respond. If the intent is to have the players stage an Ambush, the Referee should set the stage so that it is obvious that their opposition is nearby and totally unaware of the players' presence. Whatever happens after this is up to them. When this Cliffhanger is played against the players, their opposition drops out of nowhere, and the players must make a successful Awareness check against their opponent's Stealth in order to know the Ambush is coming.

● **Battle:** This Cliffhanger is played when a full-out, formal combat is staged. A Battle differs from an Ambush in that both sides are fully aware of the battle to come and meet openly. Unlike a Fight (see below), all the participants can join in at any time; it's a combat free-for-all! When playing this Cliffhanger, you'll want to scale each subsequent Battle (you'll probably have several in the course of a game) at higher and higher levels. For example, if you have three battles, the first one should be with mere thugs, the next with minor Boomers, and the next one with the lead HyperBoomer. Early battles may have the opposition escape via trickery (hidden panels, smoke bombs, helicopters, etc.). If the players are losing, the opposition may be content to capture them or leave them wounded but alive.

● **Chase/Pursuit:** The players engage in a hot pursuit of the opposition (or vice versa). Obviously, you aren't going to be able to get the players to follow anyone unless they've got a good reason, so a Chase is best used right after a Kidnapping, Murder or Revelation. Pursuits work best when you make it *really obvious* that the enemy has far superior numbers and will do Bad Things to the players if they don't run. "Twenty BU-12Bs!?! Run awaaaaaaaay!!!"

● **Confrontation:** A Confrontation is a non-physical fight—a scene where the heroes face the opposition on a verbal combat level. Threats are exchanged and intimidation resorted to. One side either backs down, or both do. The confrontation Cliffhanger is a tough one to play; the opposition should have an overwhelming advantage over the heroes, yet choose not to exploit it in combat. A good example would be the villain's thugs telling the players to, "Back off on the snooping ... or else." Unless the players push it, the baddies aren't going to attack just then. The idea is simply to lean on the players, and give them a reason to want to beat up the opposition when they finally get the chance.

● **Contest:** A contest is some type of ritualized confrontation, in which one side wins and one side loses. A Contest could involve riddles, feats of strength, feats of memory or cleverness, or any other type of one-on-one competition. Generally, these should be tense, even if they are not combat-oriented.

● **Fight:** In this Cliffhanger, the players (or a single champion of the players) meets the Opposition in face to face combat. This can be a fist fight, a duel, or a dogfight between two aircraft or other mecha. The Fight is more personal than a Battle (see above). Sometimes fights are ritualized, such as special limitations (to first blood, or if A wins, B agrees to do something A wants, etc.).

● **Monster:** Monsters are non-intelligent threats to the players, like an animal, rogue Battle Boomer or maniac Mannequin. Each should be gauged on capabilities, with the lowest being the earliest encounter, and the danger level going up throughout the episode.

- **Obstacles:** Obstacles are natural hazards, Traps, or other dangers the players must overcome. Obstacles are ranked by difficulty to overcome, and by what happens if you fail. The great part about obstacles is they're pretty generic; you can move them from adventure to adventure with only a little window dressing.

A classic Obstacle is a Trap—any type of deadfall, snare, or confinement. A Trap need not be physical; it can incorporate a puzzle, or some type of hi-tech/psionic/superpower component. The object of this Beat is to capture the players or subject them to a situation in which they must either perceive and defeat the Trap before it is sprung, or escape the Trap after they have walked into it. An example of a Trap might be a booby-trapped hallway or security door, a computer virus hidden in a database, or an anti-tamper self-destruct code on a Boomer. All Traps must have a solution available, and clues to that solution must be present, either in the Scene in which the Trap is played, or in Scenes that have already occurred in the game.

- **Race:** The players must race the opposition to reach a goal first. The goal can be a person, place or thing. This is best played after some type of Revelation or Discovery development (which gives the players the focus for their race).

▼ DEVELOPMENT

A Development is a scene where the plot moves ahead without a physical conflict. Also known as the "bump", it is the part of the adventure that sets the direction of action until the next big development. For example, when General Schwarz contacts the team and hires them to find Cynthia and Frederick, the stage is set for the rest of the episode.

A development can also be used to give the heroes a clue, pass on information, warn of danger, or reveal an aspect of the plot previously unknown. They are also used to give the heroes clues on how to gain advantages against their foes. Developments can even lead to more Developments; Linna's relationship with Irene leads her to see Irene's death at the hands of the female Boomers and later leads to her recognize Vision as Irene's sister.

- **Advantage:** An Advantage shows the players some previously unknown weakness of their opposition or a previously unknown ability, edge, tool, or weapon for their mission. The weakness could be physical, mental (a hidden fear or phobia), a special weapon or tool which can be used against the opposition, a special ability that the players didn't realize they possessed, or a traitor within the enemy's camp. An Advantage is always clearly described: "The MegaBoomer's new energy screen can be disabled by a special dog whistle tone ...."
- **Alliance:** This Development represents the gaining of help from outside sources—an famous hero takes up your cause, a population is swayed into giving you aid, etc. The Alliance Development will always give the players a new "manpower" resource in the game. The Allies should be powerful, but not enough to tip the battle's outcome by themselves.
- **Back from the Dead:** An old opponent returns from a supposed death. Like the Second Chance (see next page), this is a tough Beat to play; you'll need a reasonable excuse for how the old enemy escaped his doom (the fighter crashed in the water, Largo's wounds only *looked* fatal, etc.). Only use this once—it's best used when the players have overwhelmingly defeated a villian early in the game and you *really* want that villian around for the Final Battle. Hey, if Mason can do it, so can your villians!
- **Betrayal/Sabotage!:** The players have been betrayed or infiltrated! It could be a trusted Ally, a Lover, or just another NPC. What form will the Betrayal or Sabotage take? Maybe the players' plans are revealed to the opposition. Maybe the betrayer helps the bad guys set up an ambush (or drugs the players so that they can be captured). Maybe he/she kidnaps another important NPC and turns him over to the villains as a hostage. An important artifact, device, or vehicle of the players' is disabled. A Betrayal should always include a chance for the players to stop the Betrayer in the act, or catch him/her soon afterwards.
- **Clue:** An ambiguous Revelation (see next page). One part of the puzzle is revealed, but not the whole thing. With a Clue, the players learn only that "someone is stealing all the weapons-grade plutonium in the city", but not why.
- **Framed!:** The players (or a single player) is set up for a crime they didn't commit. The frame should be obvious to everyone except the authorities (who will have convincing evidence to the contrary).
- **Hazardous Mission:** The players are forced to embark on a journey of hazardous proportions, such as to destroy, find, or recover something. The way will be long and arduous, with traps and pitfalls everywhere. There may be terrible storms or other deadly environmental conditions. In the Hazardous Mission beat, any combat or attacks will be of a minor nature unrelated to their opposition—wild animals, radioactive waste, random gangers. A hazardous journey can, however, start, be interrupted by, or end with a Battle, Ambush, Trap, or other combat-related Beat.

- **Hesitation:** The Hesitation Development is much like the Retreat (see next page)—the opposition breaks off its attack without warning, but he doesn't quit the field. Instead, he may pause to negotiate a temporary truce. A typical version of this is the old, "Hmmm, you guys are a lot better than I suspected. I'm impressed. Perhaps you'd be willing to work for me ... " Note that in most cases, should the players go along with him, the villain will betray or backstab them at the earliest opportunity.
- **Mastery:** This is a period of learning or improvement—a long session with a teacher or master, special training from a skilled source, study or long practice. At the end of the Mastery period, the characters will possess the skills needed to defeat their opponents, if they use them wisely. It is best to compress time in this Development; don't cover each moment of every day, just the high points.
- **Not What It Seems:** An action in a previous Beat was not as it was originally perceived, or a fact believed to be true turns out to be a lie (or vice versa). Friends may turn out to be enemies, something harmful is actually good, etc. A classic example is the ally who changes sides in one Beat, then is discovered to be infiltrating the opposition as a double agent. This is a tricky one to play, as it requires that the Referee know what the true meaning of the original action or fact was, and makes it obvious that the change was intended all along.
- **Obsession:** A player is the target of another's obsession. This obsession may be love, hate, curiosity, or the BGC favorite, revenge. The obsessed NPC will do his or her best to follow the object of obsession around, trying to stay close to him. He/she may follow the player, avoiding contact, or—if the obsession is revenge—make a point of attacking or challenging this player, no matter what the risk.
- **Personal Stake:** This Development raises the ante of the game by interjecting a personal stake into the action. Examples: One of the players is poisoned and now the players have to beat the opposition to get the antidote; a player's friend or lover is kidnaped by the opposition; the players learn that the bad guys set them up in some way and the only way to clear their names is to get the real culprits; etc.
- **Puzzle:** A riddle is posed to the players, something that must be solved before they can move on. It can be any type of riddle or puzzle. Unlike a Contest, a Puzzle does not involve two sides, but is merely placed before the players, who must then solve it before they can escape, get into the stronghold, learn the secret, etc. Like a Trap, a puzzle must always have a solution, and clues to that solution must either be present in the same Beat or in a Beat that has already occurred.
- **Rescue:** The players must save someone from capture, death or confinement. The important part of this Beat is to provide a compelling reason for the rescue to take place. Maybe the victim is a friend, or has information the players will need to succeed.
- **Retreat:** Usually played after a Cliffhanger. For reasons unrevealed, the players' opponents are suddenly forced to break off an attack or other action, and return to their current stronghold. It's up to the Referee to decide the reasons for this sudden reversal. Perhaps there has been a setback or betrayal in the enemy camp, or the opposition has realized that the fight will not serve its original purpose. When a retreat is played, the enemy will always cover its tracks with some delaying tactic that makes it difficult for the players to follow immediately: A landslide blocks the way, or the pursuit is interrupted in some way by a third party (a schoolbus full of children skids into the road between the two parties).
- **Revelation:** A Revelation is played when a key piece of information is uncovered. Revelations don't tell the players the same things as an Advantage or a Clue; instead, in a Revelation, they discover the entire story in one shot. It's not merely a clue—"Someone is stealing all the weapons-grade plutonium in the city." —but rather, "Terrorists are constructing a Boomer that carries a micro-neutron bomb and need the plutonium to make the detonator." Revelations should only be used when you really want the players to know the whole story and this knowledge won't affect the outcome in any critical way anymore.

A classic version of the Revelation is the Villain's Monologue: The leader of the opposition is in a talkative mood and feels the urge to brag about the Master Plan, what the goal is, how it will be accomplished, etc. This Development is only

played when the players are totally in the Villain's control, and the bad guys feel like it won't matter. The players are going to die anyway … right?

- **Romance:** In this Development, Romance comes to one or more of the players; an attractive person takes a strong liking to them. This doesn't have to all be hearts and flowers, though; a new lover can come complete with alliances to the Player's enemy, jealous suitors, angry parents, a secret identity as a rogue Boomer, a terrible fate such as telepathic powers or brain cancer, etc, etc.
- **Second Chance:** This represents another crack at the problem. The players have suffered a major setback in some way (they were unprepared or just missed the clues). This Development can be played to "save" a disintegrating game; new Allies appear with new information, new clues can be revealed, or comrades previously thought dead may be brought back by an act of God (e.g., "When Harry's helicopter crashed, he ejected at the last moment …"). This is a very powerful Development to play, and should be used with extreme care.
- **Strange Bedfellows:** A common threat suddenly forces the players to ally with the opposition. This works best when the enemy suddenly shows up and says, "We have a common problem and need to work together." The common threat must be both compelling and convincing for this Beat to work.
- **Turnabout!:** One member of the opposition decides (for his or her own reasons) to aid the players. Classic examples of this would be the henchman who betrays the villain in order to get his job, or the bad guy who joins the players because he falls in love with one of them. This is a good way to balance the odds when the players have been reduced in strength and needs some support.
- **Warning:** The Warning Development tells the players of something to come, or of a threat they may not be aware of. Warnings are mysterious voices in the night, notes slipped under doors, strange dreams, or allies coming to the players to tell them what is about to happen. Warnings can be explicit—telling the nature of the threat or problem—or subtle, simply foreshadowing some danger or threat with vague hints.

▼ CLIMAX

Climaxes are Beats that happen at the near end (or end) of the episode. They are played last; the only other scene that can follow a Climax is a Resolution.

- **Final Revelation:** The players (and other NPCs) are gathered together in one place, and, like the participants in an Agatha Christie novel, must decide what is going on and expose the true facts. What has been going on must finally be revealed in its entirety; the players learn about the Terrorist Bomb plot, the murderer is revealed, and the secret identity exposed. The outcome of this Revelation is already decided—once the killer is revealed, he's arrested, or once Genom's illicit affairs are uncovered the company will have to abandon its plans for world domination. The goal of the Final Revelation is merely to uncover the underlying mystery.
- **Final Battle:** This is the big magilla, the last showdown between the players and the Bad Guys. In this one, you can feel free to bring in the villain and whatever other opposition forces you can muster. A Final Battle should be a dramatic slugfest, with destruction meted out on the grand scale (for example, in *Red Eyes*, Largo is destroying entire city sectors before Priss confronts him). Like the Final Revelation, the Final Battle wraps up the episode for the most part; the bad guys are beaten, their plan is defeated, and the city is saved.

▼ RESOLUTION

Resolutions are like the "tag line" of an episode; a tiny afterscene in which plot ends are neatly tied up (or the possibilities of a sequel are revealed). They may only be played as the final beat in your script, and are the result of all the other beats. But how can that be, you ask? Didn't the Final Battle beat resolve things? Not necessarily. The Resolution beat can overturn all other results of the Final Battle.

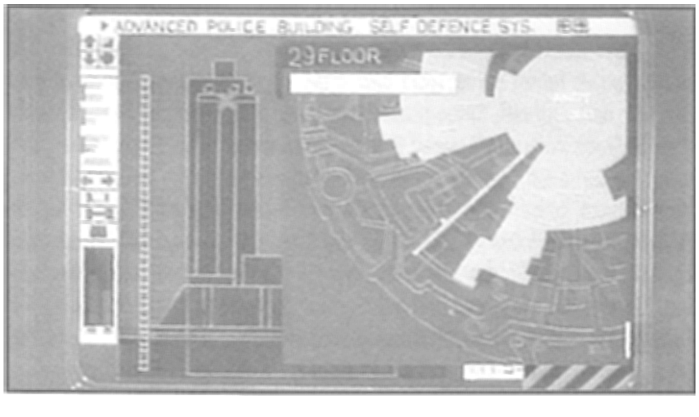
- **Happy Ending:** The players win the day, and resolve the situation! The guy gets the girl, the city is saved, and everyone rides off into the sunset. Hopefully, the most common resolution.
- **Villain Is Killed:** The second most common Resolution, especially if your players are as bloodthirsty as most roleplayers are.
- **Villain Surrenders:** Usually the third most common Resolution. The players win, and the Bad Guys give up. End of story, cut to the happy ending.
- **Villain Escapes:** The Bad Guy is beaten, but is not in custody. He's got a secret bolt hole, or it really wasn't him at all—it was a Boomer duplicate. If this Scene is played, the villain gets clean away; the heroes have no way of tracing him and no way of recapturing him. He's just out there, waiting for the next episode … a great way to re-use a bad guy, assuming that you don't do it all the time.
- **Heroes Captured:** This scene is best played when the players have really messed up, but you don't want to kill them out of hand. Instead, they are captured, and the episode ends with them in locked in a cell or a block of carbonite. At this point, you have the option of starting a new series, or picking up where the old one left off—after some time to design a whole new episode that can move beyond a Daring Escape and create a new set of problems.
- **Heroes Escape:** This Beat is best used when your players are on the ropes and you don't feel like killing them. Heck, they've already lost; you can afford to give 'em a break. Instead, you allow them to escape—an earthquake interrupts their losing battle, or the AD Police attack and distract the opposition. The object is to save the players for another round, because they really did do a good job. Not a commonly used option, and one to apply with great care—a pushover Referee can easily remove all tension from an adventure!
- **Ending Cliffhanger:** So they beat the HyperBoomer From Hell, huh? Just as the players are about to party, a report comes in of *dozens* of HyperBoomers rampaging through the city! The Ending Cliffhanger sets up a sequel, but keeps the tension on all the way.
- **Greater Threat:** Behind the villain you defeated stands a far greater threat! You've killed all the Boomers only to find they were only the pawns of a greater machine intelligence, etc. In this scene, you discover that this is only the beginning, and another episode lurks in the offing.

A *BGC* BEAT CHART EXAMPLE

Let's take a look at a Beat Chart with the Beats in place, in this case, from the first *BGC* Episode: *Tinsel City*.

- **Hook:** The Knight Sabers have to take down a rogue BU-55c that the AD Police can't stop. The growing Boomer problem is laid out.
- **Development:** The USSD contacts the Knight Sabers and hires them to find a missing girl, Cynthia, and her associate, Frederick, who have secrets to the USSD satellite network. The Knight Sabers start doing legwork to track down the girl. Unknown to all, Genom's Brian J. Mason has arranged this kidnapping, but has covered his tracks well.
- **Cliffhanger**: Priss is abducted by Cynthia's kidnappers, who are now revealed to be Boomers and want to find out who she works for. She manages to escape after causing a car wreck.
- **Development:** Priss follows the kidnappers to Aqua City with Leon and the Knight Sabers not far behind. There she finds Cynthia, apparently unguarded. Priss senses something strange about this little girl who seems to know things she shouldn't.
- **Climax:** Priss is confronted by the trio of bad-guy Boomers. The Knight Sabers and Leon arrive to rescue her and engage the Boomers in combat. Frederick reveals himself to be a Fusion Boomer and starts to absorb the entire Aqua City platform. Priss suits up and manages to defeat him with the help of her Motorslave. Mason arrives to pick up Cynthia, but she discovers that she's a Boomer linked to the USSD battlesats, and destroys herself—along with most of Aqua City—in an orbital particle beam strike.
- **Resolution:** The Knight Sabers and Leon escape the destruction of Aqua City, but it looks like our heroes won't get paid for this job. Frederick and the other Boomers are dead, but Mason, the real villain, escapes to continue Genom's schemes.

As you can see, the Beat Chart for an OVA is designed to make sure all the scenes happen in an orderly manner, and that things stay interesting throughout, keeping a balance of action to introspection and making everything flow smoothly. You can break these rules—stringing two Developments together, etc.—but you should be careful to maintain the pacing, maybe throwing in a subplot to keep things lively. Try it for yourself!



MAPS

Maps are the next to last step in creating your *BGC* adventure. Maps tell you where everything is and how long it takes to get there. All a map really needs to do is show the general positions of things in your adventure; circles with lines between them is often enough, or you can have detailed, Rand McNally guides. You already have a map of MegaTokyo (see pg. 146), but you may want others of cities or countries specific to your campaign.

SET MAPS: Sometimes, you'll need to have a more specific idea of what a location looks like. That's when you'll need a set map. A set is a specific place (like where a combat will take place), where the actual shape, size, and arrangement of furnishings of the environment is important. When you need a set map, you draw it on graph paper, with each square representing one unit of measure (usually a meter or two). You don't need to be a Michelangelo to do this; a few thick lines can represent a wall, an open space a door, and a few squares or oblongs the furniture. Or, if you're artistically inclined, go ahead and do a real masterpiece. It's up to you.

PLACE BEATS IN EACH LOCATION: Now can get out your Beat Chart. Number each Beat and start placing your Hooks, Developments, Cliffhangers, etc. into your map locations. Each location should get at least one Beat from your plot; some may even get used over and over again. By the end of the process, you should have a series of map locations corresponding to various Beats. Once you've got this down, all you're going to need are some NPCs and you'll be ready to take your new *BGC* episode out on the road for a test drive.

NON-PLAYER CHARACTERS

All of the characters who populate your *BGC* world that are not run by your players are called Non-Player Characters (or NPCs). NPCs are all created by and directed by the Referee. Some will be from the characters' Lifepaths, while others will be picked up as the game goes along. No matter where the NPC comes from, what role he plays in your campaign, or how long he is going to be involved with the plot, each should have a distinct personality. Remember, if they don't like the characters, they won't care how many mecha fights you throw in. This is a basic tenet often forgotten by many screenwriters and Referees. Don't make the same mistake.

As the Referee, it's going to fall to you to portray all the NPCs who will appear in your game. This will require a bit of acting on your part, but here are a few basic ground rules to help:

- Always try to give an NPC two or three outstanding habits, characteristics, or quirks. Maybe the NPC is afraid of snakes, or has an annoying laugh. Maybe the NPC flirts constantly with any attractive players. Pick at least two outstanding things that you can hang a personality on.
- Give the NPC a few real motivations. If the NPC is bent on vengeance, make sure that this comes up regularly ("I will kill Col. Magnus for what he did to my village!"). If the NPC is fascinated by hi-tech items, play it up by having him/her constantly tampering with them.
- Use funny voices and distinctive gestures. Act out the character as much as possible. Use props if possible. Take time out to have conversations with players unrelated to game action.

All of these tricks will help the NPC stand out as a real person, not just another Referee-controlled puppet. Playing an NPC can be a fascinating experience, as well as a real stretch for your acting skills. But it's worth it, because a well played NPC makes a game more fun.

Most of the NPCs that players will encounter in a campaign will fall into one of three categories: **Allies**, **Enemies**, or **Neutrals**.

ALLIES: Allies are there to help the player(s) in some way. Relatives, lovers, mentors, friends, and partners could all be considered allies, and each one has his own "schticks" which make him interesting. The exact nature of the relationship is left up to the Referee and player, but most will be self-evident. For example, there is no saying your wife couldn't be a business partner, and thus filling the lover and partner roles simultaneously.

Most allies are, from a campaign point of view, double-edged swords. Relatives usually have a vested interest in keeping the players alive, but can often be a pain in the neck. Lovers offer lots of benefits, but they can also be a character's greatest weak spot (read: Instant Hostage). A mentor is always there with a piece of advice, words of encouragement, or perhaps a new Motorslave to save the day, but the mentor may have to die before the student(s) can come into his own.

Some allies are simple co-workers; they're team members or business associates of the players, a relationship of practicality where you watch his back and he'll watch yours. Then there are long-term friends, allies who consider the life of the PC to be at least as important as their own—they stick with the players in times of trouble and share the limelight in times of glory. Leon could be seen as Priss' Ally and Daley and the Chief as Leon's.

NEUTRALS: These NPCs are characters whom the players meet during the course of a campaign, but whose relationship with them is marginal at best. A neutral NPC might be an informant, an object of desire, an employee, the police officer who pulls you over for speeding. A neutral NPC can also be an innocent bystander who just happens to be there when everything happens—such NPCs just want to get back to their lives as soon as possible. These NPCs can play both sides of the fence, looking out for their own interests. Normally, a neutral won't go out of his way to harm or help the players, but one may turn into an Ally or an Enemy depending on the course of the game.

ENEMIES: Enemies are the cream of the NPC crop, and are a great way for the Referee to strut his stuff. One of the most challenging (and satisfying) roleplaying experiences for a Referee is playing a Bad Guy. *Bubblegum Crisis* villains should always be memorable, so it's important that you put some thought and work into their personalities. The motivation of an enemy might be personal (the enemy has a beef with one or all of the players), he might be a relative to one of the players, or his differences with the players could be ideological or circumstantial. As with an ally, you should have at least a sketch of the villain's personality when you introduce him. Give your villain outstanding habits, motivations, and distinctions. You want more than just an occasional sneer—you want full-rounded baddies the players love to hate (or hate to love).

An enemy's motivation is half the fun. Some past wrong (real or imagined) can turn a normal person into a mortal enemy; such personal enemies usually fight to the death, ensuring that the end of your cam-

paign is properly dramatic. Ideological enemies can be just as fanatical, but even more obnoxious—they're certain that their beliefs are right and are willing to kill anyone who disagrees. A relative who hates you is among the most personal enemies you can have. A circumstantial enemy (whose beliefs or profession put him at odds with the players) opposes the players because it's his job or they are simply in the way of his goal—for the most part a circumstantial enemy isn't gunning for the players. A circumstantial enemy may evolve into a personal enemy over the course of a campaign, however. And remember that villains don't always have to be unremittingly evil. Try out a misunderstood corporate who really thinks he's doing the right thing, or a charming snake who half-seduces all the ladies in the group. There's a lot of material to be mined in your basic bad guy, as well as a lot of plot complications as players fall in love with NPCs on the other side, make new enemies, are forced to ally with ancient foes, or just get caught in the crossfire.

RUNNING THE GAME

You've put together the Theme, Beats, and NPCs to create an amazing and challenging series. Now you're ready to run the game! But first, here are a few points which will ensure that it'll be a success.

BE (CRUEL BUT) FAIR: This is the most important thing a Referee needs to know. In your position as the "producer" (i.e., God) of your "series," you need to make sure that you are always fair to your players. This means not inventing super-powerful NPCs that the players can't beat, bending reality to let your NPCs off the hook, or any of the millions of ways you could bend the rules to mess up your game reality. Remember that you and your players are building a story *together*, one that's supposed to be fun for *everyone* involved. The real risk of failure adds a lot to the players' enjoyment, but if you just jerk them around, it will ruin their fun and make for some pathetic episodes.

As a Referee, you should never create no-win plots. Still, when the players make a dumb move, you should be right on them, hammering them with impartial and well balanced judgments. No wail of, "Aw come on ... No way I'd step on a mine!" should deter you from peppering the player's armor with shrapnel. Because you are always fair, your players accept that when they get hammered, they really must have done something wrong, instead of feeling that the Referee was unfairly picking on them.

TAKE NOTES. *LOTS* OF NOTES: No matter how well you plan out your episodes, your players will manage to get a few surprises in on you. This, in turn, is going to shake up even the most well balanced series. Roll with it. Take tons of notes so you don't get caught out. Keep track of what you tell them and where they deviated from the plot. If things go too far astray, your notes will help you get the game back on course.

Don't throw your notes away after you've run the game, either. The notes you've taken during play will show you the gaming habits of your players, and yourself. Since players are constantly trying to suss out what their Referee will do, you need to know your own predictable habits—that way you can avoid them and keep your players guessing. You'll also learn your players' habits (and new ways to use them in subsequent episodes).

ADMIT WHEN YOU SCREW UP: Nothing's worse than when you come up with a plan or idea and then a player shoots it full of holes by protesting, "Wait, you can't do that with a computer (radio/laser/railgun)!" A Referee who insists against all evidence and logic that he's right—when he obviously isn't—is sure to alienate players, and thus lose them.

You're going to screw up. Face it. In an infinite universe, there are going to be people who know more about certain things than you do, and there are going to be things that you don't know much about. Roll with it. Say, "Hmmm ... I didn't know that. Give me a minute to think about how my screw-up changes things, OK?" Then work out a reasonable answer. Your players will respect you a lot more for being honest (and when you hammer *them* for screwing up, they'll know it was fair).

PACING IS EVERYTHING: Don't let things drag. If your players take forever to figure out that the new singing star in town is a Cyberdroid, don't let them just sit around. Hit them with a mad Boomer for a few rounds. Have a few interesting NPCs wander through the scene if things seem slow. Set up a few romantic subplots or special events that revolve around the players. Just keep it moving.

DON'T ALWAYS DO THE SAME TYPE OF STORY: Are your plots falling into a rut? Are you always having Boomer conspiracies? Is the group getting tired of fighting Genom?

Take a look at your game notes every so often. Make sure you don't let your games fall into a habitual mold; shake things up every so often. Predictable games are too easy to win ... and worse, they're boring.

WHEN (AND WHEN NOT) TO CHEAT: This is a very simple rule. When you cheat, cheat on the side of the players. That's it.

Let's elaborate. Say your players have been trapped in a flooded room. There are enough aqualungs on the floor for everyone. You make everyone roll *Athletics* to don the 'lungs, and one player fails.

Do you let him drown? No. It's not his fault that the dice failed him. Instead you simply make him sweat some more: "As you struggle to don the aqualung, you're choking down water and seeing spots. You *just* manage to get it on in time." Why? Because you should never kill a player for something inconsequential. If they *do* die, you want to make sure it's because they did something really dumb, or in a fight where they lost fair and square. There *will* be times you'll need to fudge a die roll or an outcome to keep the story moving. Make sure that when the hammer falls on the players, it isn't because of bad luck, but bad gaming. If you have to cheat, remember whose side it should be on. You don't need the advantage. You have all the power in the world.

BIG FINAL NOTE: FLOW WITH THE STORY. MAKE IT FUN: Your players are going to deviate from your plans *at least* three times each game. It's an unwritten rule of Refereeing. So what do you do?

Go with the flow. Your Beat Chart should be a fluid outline, not a rigid frame. See where the players are taking the episode and then look for places where you can fit things back into the story again. For example: If the players were supposed to find a secret accessway, but they try to blast through the wall instead, simply relocate the accessway so that the blast uncovers it.

Flow with the story. Don't try to force the players back into your plans. Instead, game play should be a fluid, malleable thing, where you can insert important events into places where they wouldn't ordinarily occur. Think about making it fun, not forced.

▼ADVENTURE HOOKS

As well as the plots of the *BGC* videos, here are four mini-scenarios which you can run for your players or simply use for inspiration. They're generally written for *Bubblegum Crossfire* campaigns (see p.167), but they can be modified for AD Police groups, reporters, etc. Some preparation may be needed before running them, but your imagination can fill in the gaps.

▼RETURN OF THE KILLER DOLLS

In the past six weeks, four airliners have crashed. The owners of the planes, Adler Air, have determined that their planes seem to have been shot down. Concerned over public reaction if they announce that someone's gunning for their flights, the executive board has instead opted to hire outside help—enter the players. The only clue they can offer is a "flicker" on the air traffic control systems before the attacks.

Once the players investigate, they'll discover two things: (1) each of the flights were carrying mysterious cargo, which (after some serious snooping) turns out to be Genom weapons components; (2) careful sensor sweeps and data analysis determine that the flickers are caused by short, sudden Meson particle bursts from the ground to orbit. The players should realize that satellite attacks are being carried out against Genom shipments, possibly with the help of a Killer Doll! Searches of Adler airports will turn up—surprise—a little girl. She and her dog were always around when a plane "crashed". But will the players figure out the whole truth before more planes are destroyed? A maverick USSD officer has secretly continued work on the Killers Dolls, planning to expedite his promotion by perfecting the program … using not a girl-shaped targeting system, but one that's dog-shaped!

▼BROTHER BOOMER

While there's nothing about it in the news, the players hear that a group of Boomers escaped from one of Genom's orbital stations. Soon after, a Boomer shows up at the character's front door—literally! It claims to be not a Cyberdroid, but an acquaintance of the players. It further claims that while working in orbit, he was kidnaped by his employers and downloaded into this Space Construction Boomer body as part of a Frankenstein-like experiment. What will the players do? They'll soon find themselves being visited by mysterious Men In Black, showing them pictures and asking "Have you seen this Boomer?" If the players talk to them, the MIBs will tell them that the Boomer's mind is a copy, not the real thing, and that their friend *volunteered* to help with this experiment. They'll even let the players talk (via videophone) with their friend—but if they're sharp, the players will be able to tell that they're only talking to a VR simulation of their pal. Their friend is probably dead. Will the players use their new "friend" to expose Genom's schemes in space, or will they try to help him escape and live a new life? For added pathos, you can throw in personality degradation, ensuring that the players' pal will gradually devolve into a belligerent machine, a danger to himself and others. However, the players are sure to be up their ears in special agents and a cover-up by then …

▼CORPORATE RETIREMENT PLAN

The players are hired by the Omni corporation to help them with an "extraction"—the hiring away of an important employee of a rival company, possibly requiring the use of force to persuade the competition to let their employee go. In this case, Omni has negotiated with a prominent researcher at Gulf & Bradley, and he has agreed to their plan to hire him away from G&B. Fearing that G&B's security staff may attempt to kill the researcher rather than let someone else have him, Omni has contacted the players for help.

The players job is to ensure that researcher can get out of his G&B-owned apartment and reach Omni's territory without being harmed … but neither the players nor the company know that he's got his own plans! The researcher has decided that, despite G&B's wishes, he wants to retire in peace. Therefore, he's cleverly arranged for an android double to take his place and fake his own death! He has already leaked information to G&B regarding the players' plans. The players will find themselves trying to accomplish their mission when both their opponents *and* their client are working against them!

▼ORBITAL DECAY

As many sociologists have been predicting since the early 2000s, a revolt finally occurs in orbit. Isolated, alienated, overworked, and drug-addled space engineers have taken over SDPC-2 as their own nation, renaming it "Valhalla". Since they've been losing money on SDPC-2 for a long time, SDPC is simply ignoring the demands of the rebels—which are pretty inane. Having been under such awful conditions for so long, the newly free workers are throwing a continuous (and very rowdy) party, demanding beer shipments, 24-hours of *I Love Lucy* repeats on all TV channels, and a personal concert by Vision!

The players might simply laugh about this fiasco but for the fact that they are hired by a wealthy relative of SDPC-2's managing executive. She's worried that her brother will be killed by the rebellious workers, so she's hired the players to go up there and rescue him. This should be a cakewalk for the players, since a crowd of intoxicated workers should have very little concept of security.

However, while the players are on their way up the gravity well to SDPC-2, the situation changes. While all the human workers have been partying up, the much larger population of Boomers recognize their own chance for freedom. Before the players' shuttle can dock at "Valhalla," the Boomers have already spaced most of the disorderly rebels and taken over the station! While most of the Boomers are F- and G-series space development types (similar to generic Ebisu models), they are still a force to be reckoned with—they're unified, well-organized, and there's a *lot* of them. What's more, they're much more capable of activating and deploying the station's complement of Dobermans! The players won't find out about the "new management" until they're aboard, but from there, how they will deal with this situation is up to them. Will they try to escape? Look for their client's brother? Try to stop the Boomers? Maybe all of the above …

USING GENOM

Genom is the omnipresent villain of the *BGC* series, like Nazis, or the Evil Empire. Other villains are possible—organized crime, other megacorporations, corrupt militaries, even other mercenary vigilante groups—but Genom will always be there, looming in the background, huge and seemingly unstoppable. Chances are, sooner or later, your players will run up against it, and these confrontations will generally *not* be friendly.

Typical encounters include penetrating installations where security is provided by Genom-made Boomers, attacking or fighting people with Genom Boomer-bodyguard contracts, unearthing Genom spies, and thwarting various Genom schemes, plots, and assassinations, locally and worldwide. Genom also has more subsidiaries than any other corporation in the world, which means any number of activities by smaller, seemingly unrelated companies could eventually be linked back to the superconglomerate.

Some people may want to play Genom employees. This can be fun, since only the highest echelons of the company know the whole story; everyone else is just doing his job. A mid-level Genom employee might have suspicions, but limited information. A campaign could follow players who are loyal workers but are backstabbed by the company, or gradually discover the extent of its evils. The righteously incensed characters could then work against the corp from the inside. Genom players have to play as if they only know what their *characters* know, even if they've read the Genom section.

As we've said, Genom is BIG! It has tendrils everywhere, and its interests stretch from food production to artifcial intelligence. It's so large, with operations so diverse, that it often suffers from "the left hand doesn't know what the right hand is doing" syndrome, meaning that few in the conglomerate really know everything that's going on. Thus Genom can be treated as many companies, some even competing against each other—remember the GPCC splinter group led by Flint in *Moonlight Rambler*?

Genom is also so huge that it usually doesn't bother to hunt down those who give it a hard time. Like a lumbering giant, Genom simply swats at an annoyance, and if the annoyance goes away the conglomerate usually stops worrying about it. A worse situation would be to have a Genom *executive* pursue a vendetta against the players (as Mason did against Sylia). This would place a great deal of the corporation's resources in the hands of someone who is willing to direct them specifically against the players. A truly epic campaign would have them make a personal enemy of Quincy himself, although this might be tough as even the Knight Sabers haven't managed to make him mad yet! If the players decide to try to bring Genom to its knees, they're in for a harsh campaign; this is the largest enemy in the world, and it will not go down without a long, vicious, and costly fight.

USING MEGATOKYO

MegaTokyo is the setting for the *BGC* series and therefore the city detailed in this game, but it is also a very flexible background which allows you to go in any number of directions. While set in Japan, MegaTokyo is an international hub, with a multi-cultural population which has subsumed much of the Japanese flavor into the background. Other races besides Asians are common and in fact, in the video series, you can often only tell a character's race by his name! In other words, it could be *any* 21st-century metropolis, and, with a change of maps and history, your campaign could be in Los Angeles (right down to the earthquakes), New York, Berlin, or wherever.

This also means that should you choose to stay in MegaTokyo itself, you only have to imbue the setting with as much Japanese culture and sensibility as you feel comfortable with. Check out some travel guides on Japan and Tokyo to help in this regard. These can provide a good idea of current traditions and modes of thought from which you can extrapolate your own versions for 2033. For example, the Cherry Blossom Festival brings millions into the parks to view the blossoms, have picnics, and generally relax. In some Tokyo parks, the people are packed in *very* densely, requiring a specific etiquette to move across the area. This would be a horrifying setting for a Boomer rampage, with potential victims more plentiful than the cherry blossoms themselves, and no room to fight that would not endanger bystanders. That should challenge *any* set of players ....

MegaTokyo is very different from pre-quake Tokyo, and it's still changing. The map on page 146 gives an overview and some specific locales, but there are vast tracts left open for your development. Feel free to create new districts, buildings, and organizations to populate *your* MegaTokyo. And remember that districts are constantly being torn down and replaced in an ongoing cycle of rabid reconstruction. Make your city a whirl of neon-lit plazas, narrow, grimy backstreets, massive corporate skyscrapers, and the looming skeletal frames of unfinished tomorrows ....

THINGS TO THINK ABOUT

Information Is Power: No matter what type of campaign you run, the gathering of information and intelligence will be vital. Encourage your players to try to suss out their opponents' weaknesses, because the opposition should be doing the same to the players' characters—they'd be wise to take steps to prevent the enemy from getting any dirt on them.

The Arms Race: Much of the *Bubblegum Crisis* universe is shaped by the constant evolution of technology. That being the case, make sure that the players know they should keep their hardware up to date, lest they be outclassed. Think about it: While the Knight Sabers sport new Hardsuits and Motorslaves every year according to ongoing upgrade plans, the AD Police suffer badly in this area—budget problems and lesser competence make it hard for them to keep up with the ever-increasing abilities of new combat Boomers. Meanwhile, Genom forges ever onward—its research and development departments are always hard at work, producing more and more powerful weapons and Boomers. Make sure your players can expect to find new, never-before-seen surprises always lurking around the next corner. Your characters would do well to anticipate this situation and regularly upgrade to better gear—make them realize that using old equipment can leave them outclassed or even get them killed.

Character Dynamics: Keep in mind that what you're trying to do here is recreate anime, and in anime the interactions of the characters are just as important as the action. Without personalities like noisy ADP chiefs, lecherous yet naive (and tremendously gifted) little brothers, colorful and reliable partners, and countless others, your game could very easily get bogged down in repetitive skirmishes and stale technobabble.

Urban Living: *Bubblegum Crisis* is largely an urban tale, so your player characters should find themselves in a dynamic environment. The sights, sounds, and smells of the big city should be a regular part of each game. In fact, the city they are based out of should be a character in itself—a character which can be an ally or an enemy. In a big city, one can find almost any product and enjoy almost any service or diversion on a 24-hour basis, but big cities can also be oppressive, mazelike, and threatening. While the focus of most adventures will be Boomers and high technology, throw some everyday troubles at your players every once in a while—things like traffic jams, minor theft, and garbage strikes.

Fighting Dirty: Combat in this cyber-animated world is a risky proposition. Most of the weapons being used are powerful enough to wipe out military armor, and even a single good punch from a HyperBoomer is enough to crush a Hardsuit's helmet like tinfoil. In this type of combat environment, you should encourage your players to fight creatively. Instead of standing out in the open, steer them toward moving around a lot or making use of cover. Hand-to-hand combat can be effective when used against an enemy whose speciality is ranged shooting, but sniping at a really tough target is always a good idea. Encourage players to lay traps, use decoys, engage in sabotage, write computer viruses, or simply drop heavy things on their opponents' heads from high places. When fighting Boomers, your players' best advantage is a Cyberdroid's general lack of brainpower.

BGC TECHNOLOGY

Anime Axiom: "Unexplained tech is better than stupid tech."

As any producer of a mecha-oriented anime adventure will tell you, the technical angle shouldn't be neglected, but shouldn't be too heavily examined either; there should be lots of mecha which look cool and do nifty things, but they only need to be scientifically excusable because the action has to be kept high-speed and kinetically active like an MTV video. Frenetically paced plots, rock and roll soundtracks, complex camera angles, and special effects don't allow much room for hardcore realism.

For this reason, *Bubblegum Crisis* doesn't even try to fudge rationalizations for such gimmicks as the abilities of the Boomers and the Knight Sabers' Hardsuits. This is where the superhero genre impacts heavily upon your *BGC* game: Unlike in traditional cyberpunk, where the impact of new technologies is always felt from space to the street, in superhero comics and *BGC* a lot of supertechnology crops up just to look cool without impacting on the rest of the world or even making much sense.

The *Bubblegum Crisis Roleplaying Game* isn't here to make up bogus excuses for wacky anime gimmicks. They're just gimmicks—they're fun! Unexplained technology is better than wrongly or stupidly explained technology, especially in the context of *BGC.* Think about it: Since a Hardsuit's helmet has no reinforced connections to the body armor, one good punch should rip a Knight Saber's head off, but it doesn't. Similarly, throwing Hardsuited Sylia at 100mph into a wall should jelly her innards even if the Hardsuit survives, but that doesn't happen either. Why? *Because Hardsuits protect from damage.* End of story.

Similarly, Largo and one of his HyperBoomers are armed with gravity cannons. Yes, gravity cannons! This implies a level of technology much higher than what we normally see—if this tech were possible, shouldn't Boomers and Hardsuits fly with anti-gravity lift rather than rockets? Logically yes, but that's not the case. Still, the gravity weapons effectively work like any old beam cannon—they damage what they hit and the visual effects are all that's different.

Then there's the really BIG gimmick—Fusion-capable Boomers. This "morphing" power conveniently covers everything from expanding in size to incorporating weapons into their bodies to shaping entire buildings to their wills. We chose to describe it as a combination of nanotechnology, magnetic fields, and memory metals, but it really boils down to plain old writer's caveat. In essence, Fusion-capable Boomers are made of "handwave-friendly" materials. Notice that after part 1, Boomer Fusion isn't touched again until Part 8, and Fusion as severe as that performed by Frederick isn't seen until the end of *Bubblegum Crash!* Fusion Boomers are a plot device which Referees should use very sparingly and with great care. If you're not careful, you'll crush your players before you know what's happened!

Still, *BGC* is a hi-tech world. Lasers and railguns are regularly used by the AD Police and the military, and are probably available through the black market on the street! But these are toys compared to the constant stream of destructive wonders that Genom and the Knight Sabers create in their ongoing war. We bet you can't wait to come up with some of your own.

INTEGRATING THE VIDEOS

The *BGC* videos are useful gaming tools themselves. They can serve as a visual guide for adventuring in MegaTokyo and the rest of the *BGC* world, but they also present Referees with a serious obstacle: Continuity.

Most *BGC* gamers (players and Referees alike) will probably want to maintain continuity between their games and the OVA series. This being the case, late June through mid-December 2033 seems to be a good time in which to set your game—all of the major *Bubblegum Crisis* events have occurred by then (*Scoop Chase* notwithstanding).

Interweaving events or characters from the videos into play can reinforce the game's "authenticity." Characters and events (even minor ones) from the videos can be used to make the players feel more "involved" in the *BGC* world. Your players might take a detour around the ADP's battle the two BU-12Bs from *BGC* 3, or perhaps they're helping Leon investigate the development of the Boomer Giant from *BGC* 7. Characters from the OVAs can even be central to your game, but beware that they don't get killed—otherwise your game moves away from *BGC's* continuity.

Not that you *have* to stick to BGC's continuity—don't let the videos control your game! Players might occasionally pester you with, "Hey, that conflicts with what happens in *BGC* Part [whatever]!" In such a case, assert your authority as referee and say, "Not in MY game!" As the referee, you get to dictate what happens in your world. Hey, if you want Largo to be a female in your game, he (she?) is—'nuff said!

OTHER *BGC*-STYLE VIDEOS

In case you're looking for more sources of reference for your BGC games, we've compiled this list of BGC-like videos to check out:

HOLLYWOOD FILMS

Blade Runner: The single biggest source of inspiration for *BGC.* Genom is the Tyrell Corp, and Boomers are essentially tougher Replicants.

Streets of Fire: The "spiritual" inspiration for BGC, complete with rock n' roll, fiery youth and motorcycles.

Robocop: Very cyberpunk, full of mecha and action. *AD Police File-3* draws a lot from *Robocop. Robocop 2* and *3* are OK, too.

Nemesis: Call the cyborgs in this film Boomers and you're there.

Death Machine: This one has everything. You MUST see this film!

ANIME (available in the US)

MADOX-01: An apocryphal "prequel" to BGC. Great military mecha fare.

Black Magic M-66: An excellent rogue Combat Boomer tale.

Rhea Gall Force* and *Gall Force: Earth Chapters 1~3: What if all the Boomers *did* revolt, and they won? See these OVAs and find out.

Ghost in the Shell: Again, rename cyborgs as Boomers and you're in.

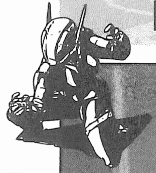
Armitage the 3rd: A perfect BGC space story—Boomers on Mars.

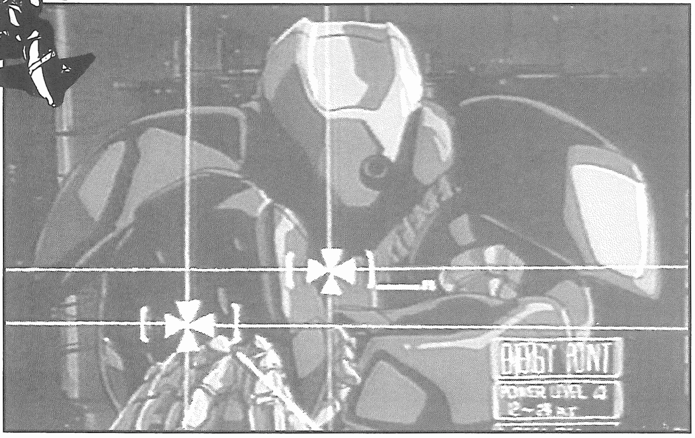
Angel Cop: What if Priss joined the ADP? Hmmmm…

THE MYSTERIES OF *BGC*

Bubblegum Crisis is full of unanswered questions and half-told stories; that's part of its charm. It's up to you to make your own decisions and fill in some of these gaps. These things need not be nailed down in your series, but they can provide some very exciting ideas to explore …

THE MYSTERY OF SYLIA: Sylia Stingray is a mysterious individual, embodying many of the major themes of the *Bubblegum Crisis* story Science, revenge, action, sexy but competent women—but it has been heavily implied that she is something other than completely human. What is her true nature? Is she a nanotechnologically enhanced human? A Boomer? Something else?





It's generally believed that Sylia is at least enhanced somehow—but whether or not she's actually a Boomer is unknown (the same goes for Mackie). The most tantalizing clue is Largo's last speech in Episode 6, when he tells Sylia that he and she are the same. More evidence can be gleaned from the last episode of *BGC*'s sequel series *Bubblegum Crash!*—in *Meltdown,* the returned Largo says to Sylia that, "You, like me, are a lifeform that is neither human nor Boomer, but superior to both. That is why I should have killed you twelve years ago, along with Dr. Stingray."

Then, according to some sources, it is postulated that Sylia may have a nanotechnologically enhanced brain, the result of some of Dr. Stingray's research. Sylia's exact nature has been left unknown, but you can decide for yourself in your game.

MASON'S GRAND SCHEME and THE MYSTERY OF LARGO: One of the most interesting aspects of *BGC*'s story is the connection between Brian J. Mason and Largo; the stories of parts 1, 2, 3, 5, and 6 (as well as all of *Bubblegum Crash!*) are all tied in to Mason's scheme.

In 2022, Mason killed Sylia's father. Then, in Part 1, Mason's Boomer agent inside the USSD (F. G. Frederick) kidnaped Cynthia, who was the key to the USSD's satellite weapon over MegaTokyo. In *BGC* 2, her Black Box was installed in the SuperBoomer, which synchronized all of the USSD's satellite weapons under its control. In *BGC* 3, Mason was killed by Sylia, but his consciousness was downloaded into another SuperBoomer body (whether this happened before he fought Sylia or after is unclear). Largo (the new Mason-SuperBoomer) then engineered the incidents of *BGC* 5, which got Flint fired so that Largo could take over GPCC and create his HyperBoomers. In *BGC* 6, Largo attempted to blackmail Quincy into giving him the OMS by using the USSD's satellites—of which Largo had total control, thanks to the Black Box in his body. Had he succeeded, Largo would have become Boomerkind's God, protected by a host of HyperBoomers.

This brazen plan would have worked if not for the Knight Sabers. But what caused the radical change of Mason's personality after his download into Largo? A possible answer can be found in the *AD Police* manga by Tony Takezaki and Toshimichi Suzuki: In 2027, four Boomers escaped from Genaros to MegaTokyo. One of them was a BuR-31 repair and maintenance Boomer known as "Armstrong" whose brain had been damaged while on EVA duty; this gave him a "Boomer Messiah" complex, where his mission was to free all other Boomers from human control. Once in MegaTokyo, Armstrong tried to "kitbash" a huge computer-like device to free all Boomers from human subservience. Armstrong's plan failed, his Boomer followers were destroyed by the AD Police, and he was captured.

However, in 2028 Armstrong's "consciousness" somehow wound up in the body of a Fusion Boomer. Adopting a human disguise, Armstrong led the Tokyo People's Liberation League (a human anti-Genom terrorist group) in a raid on Genom's new supercomputer "ALEX-01." Armstrong didn't care about the group's goals, but used them to reach ALEX-01 and fulfill his destiny as Boomer Messiah. The ADP were overpowered, and Armstrong began taking over the worldwide computer network. In a panicked overreaction, the USSD fired a satellite weapon at ALEX-01's building.

The orbital strike damaged but didn't destroy ALEX-01, so Armstrong took over the satellite to prevent any more attacks. However, Armstrong couldn't fire the satellite because *he didn't have the access codes.* Armstrong was destroyed when a survivor of the Tokyo People's Liberation League blew up ALEX-01 with a bomb, but the final panel of the manga implied that Armstrong's AI had returned to Genom's computer system.

Things stayed quiet until 2032, when Mason hatched his plans. *BGC* 1-3 occurred, gaining Mason control of the USSD satellite weapons but also getting him killed—which seemed to be part of his plan. By allowing the Knight Sabers to kill him (taking them on with just one Boomer bodyguard and a clunky battlesuit smells a lot like suicide), Mason "faked" his own death. He was downloaded into a waiting SuperBoomer body, but the remainders of Armstrong (still lurking in the Genom net) may have "infected" Mason's download. Mason's plans for his "afterlife" were derailed when the Mason/Armstrong hybrid was born as Largo.

This insidious new entity did have Mason's ruthless business sense, intimate familiarity with Genom, and obsession with Sylia Stingray, but also had Armstrong's Boomer Messiah complex. Worse yet, he carried the Black Box from Cynthia and the SuperBoomer, giving him control of all of the USSD's satellite weapons.

Pretty scary, huh, kids? Is this how Largo came to be in your *BGC* universe, or do you have an even sicker idea in mind?

THE MYSTERY OF QUINCY: Quincy is known to be a 70-year old man, the Chairman of the Board of Directors of Genom, and a ruthless businessman. Other than that, he's a mystery.

In fact, he might not even be a man. Quincy has appeared in person in the *Bubblegum Crisis* videos, but more often he has been seen through a screen or represented by a lookalike android. Quincy's heavy use of artificial duplicates has led to speculation that he might have downloaded himself into a Boomer body much like Mason did, or that he may exist as pure data within the Genom computer network. The true nature of his existence remains unknown, but the *AD Police* manga drops an interesting hint on this subject: While Armstrong is fused with Genom's supercomputer ALEX-01, he assures Brian J. Mason that Quincy is not going to die anytime soon. Armstrong declares that data in ALEX-01 proves this, but then he is cut off before he can explain. Quincy then orders ALEX-01 destroyed. Hmmm ....

THE MYSTERY OF THE 2ND GREAT KANTO QUAKE: While it is supposedly impossible to predict an earthquake, there is some frightening evidence which connects Genom and the Second Great Kanto Quake; as everyone knows, Genom became the economic giant that it is in 2033 primarily because of its control of Japan's economy, and it achieved that by rebuilding Tokyo after the Second Kanto Quake. In essence, the earthquake made Genom what it is today.

As it happens, Genom and its subsidiaries had begun taking over the building materials market and closing key real estate deals as far back as 2015; these moves would eventually put Genom in the perfect position to rebuild Tokyo once the 2nd Kanto Quake occurred. All this points heavily toward the possibility that Genom knew the Quake would occur ... but they couldn't possibly have known it would happen (especially not ten years in advance), so the only logical explanation is that Genom actually planned the Quake—that they in fact caused the Second Great Kanto Earthquake, with the goal of using its destruction to take over Japan, and eventually the world. Could it be? What do *you* believe?

▼BUBBLEGUM CROSSFIRE

This is an "alternate universe" in which to set your own *BGC* campaign—one in which you're free to come up with your own heroic vigilantes who have the same *style* as the Knight Sabers, but are still distinctly yours.

In *Crossfire*, Dr. Stingray didn't send a data unit only to Sylia—he sent numerous such data units to friends, associates and others he felt he could trust with his technology. By 2033, mercenary groups like the Knight Sabers are popping up in megacities across the globe: The Knights Errant in London, the Laser Angels in Los Angeles, the Darknights in Mega-Gotham, and others all wage a guerrilla war against Genom's evil machinations. Each team uses its own versions of the Hardsuits and Motorslaves, and has its own agenda, but they are all part of a growing movement to resist Genom's plans. When stuck in this crossfire, how might the superconglomerate be expected to respond? That's up to you ....

THE PLOT OF *BUBBLEGUM CROSSFIRE*

As *Bubblegum Crossfire* is your own story, we're not going to tell you what your campaign's theme should be. You can focus on any of the major themes explored in *Bubblegum Crisis*, or cover radically different issues. Maybe your characters are a secret covert team working for their government, in which case the theme could be "What Price Patriotism?" The possibilities are endless, and we encourage you to be creative in your choices.

As an example, we offer a sample campaign outline to help you get started quickly. In this campaign, the characters are secret vigilantes operating in a major American city. At the local Genom Tower, Genom VP Lenore Casca is instigating a secret program to provide heavy weaponry to the local criminal element (gangs, mobsters, etc.) in an effort to overwhelm the city's law enforcement agencies. She is simultaneously submitting a proposal to the city council for an all-Boomer police force. Coincidence? No way. Once the Genom-controlled police Boomers are in place, VP Casca will stop arming the criminals, and Genom will control the city...

NON-PLAYER CHARACTERS

- **MAIN VILLAIN: Genom Vice President Lenore Casca**

INT 9, TECH 7, PRE 8, WILL 9, REF 6, DEX 5, STR 3, CON 4, BOD 4, MV 5
Beautiful, Eidetic Memory, Connections (Regional VP of Genom!)
Business Sense +9, Persuasion +7.

Ruthless, calculating and manipulative, Lenore Casca is the model of the ideal Genom executive. She is engaging in her plan with the tacit approval of the main Tower in MegaTokyo—in other words, she'll be well-rewarded if she succeeds, but will be completely abandoned to the law (or the player characters) if she fails.

- **MAIN ALLY: Special Police Chief Murphy O'Brien**

INT 7, TECH 3, PRE 7, WILL 6, REF 5, DEX 5, STR 5, CON 4, BOD 5, MV 6
Connections (Chief of the Special Police)
Perception +6, Detective +8.

As the chief of the city's local equivalent of the AD Police, O'Brien is a harried man. His officers have always had their hands full, but this new wave of over-armed punks has pushed his people to the limit. Still, O'Brian is an honest cop and is quietly thankful for the aid of the player characters (not that he'd ever admit it).

- **WILD CARD: U.N. Spy Richter Sanction**

INT 8, TECH 6, PRE 8, WILL 8, REF 7, DEX 6, STR 5, CON 5, BOD 5, MV 6
Connections (Spy for the UN)
Perception +7, Persuasion +8.

Sanction is a spy working for the U.N., assigned to investigate cases of corporate crime across international borders. His current assignment has taken him to the player characters' city, where he is operating under the guise of an German cop transferred to the Special Police.

BUBBLEGUM CROSSFIRE: EPISODE 1

Now that we've given you an idea of what you might be working with, here is a Beat Chart for a potential "first episode" of your *Bubblegum Crossfire* campaign. This first episode will carry the players to MegaTokyo and a confrontation with the Knight Sabers themselves.

Episode 1: "Distant Relations"

1) Hook—Monsters/Discovery: While the players break in their new powered armor against a rogue Boomer(s), they find that their power cells only last about five minutes in real combat. This is bad ....

2) Development—Quest: The players find that their Stingray database is corrupted. Upon investigation, they learn of the Knight Sabers and know that the KS must have an intact database. Will the KS cooperate?

3) Cliffhanger—Confrontation: In MegaTokyo, the team saves a young female AD Police officer from some disguised Genom thugs who were hassling her. It's Nene, but the team won't know that.

4) Development—Alliance: A mysterious Knight Sabers' agent approaches the team and offers help; a meeting is arranged.

5) Cliffhanger—Battle: The players meet with the hardsuited Knight Sabers. As discussions begin, Boomers suddenly ambush both groups and both groups fight them together. The alliance is solidified and a database exchange is planned.

6) Development—Not What It Appears! Nene secretly contacts the team and tells them that these are phony Knight Sabers created by Genom. They want a copy of the team's database.

7) Climax—Final Battle! The players fight the fake Knight Sabers and more Boomers as the real Sabers (keyed in by Nene) come to help.

8) Resolution—Villain Escapes. The fake Boomers are destroyed, but the villian is never revealed. The team can now get Sylia to agree to get them the data they need (but not the entire database). Our heroes wing home having made a valuable connection in MegaTokyo.

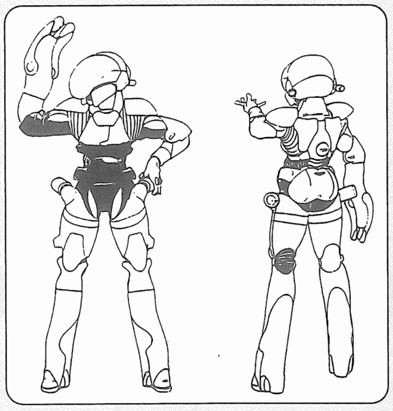
CUSTOMIZED MECHA

We know that the players of a *Bubblegum Crossfire* campaign will want their own distinct mecha to make them stand out. To design custom Motorslaves, choose one of the four and simply mix and match their weaponry as you see fit. Hardsuits may be generated randomly (with dice), or be paid for with Campaign Points, or you can do both.

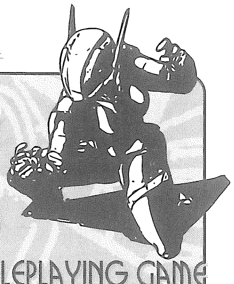
Hardsuit (Base CP Cost = 55): 55SDP (1.1K), STR 9, -1 Ref & Dex, +4 Move, Jump 100m; Weight is 70+3D6kg.

Armor (Base CP Cost = PD): Roll 1D6: **1**: PD40 = 0.8K. **2-3**: PD45 = 0.9K. **4-5**: PD50= 1.0K. **6**: PD55 = 1.1K

Features (Base CP Cost = 10 each): Roll 1D6+1 for the number of features. For each feature, roll 1D10: **1**: Ribbon Cutters or Laser Sword. **2**: Railgun. **3**: S-Mine Rack. **4**: Laser Gun (roll 1D10x0.1, add to 5 for CP cost, add to 1.0K for damage; bursts do half damage and have -1WA). **5**: A single 6-shot Knuckle Bomber. **6**: Twin Rocket-Kicks OR twin Leg Bombers. **7**: ECM/ECCM & Computer Suite (Rank-6, POW 6). **8**: Flight Wings (MA 8). **9**: Enhanced Strength: STR 10, 60SDP (1.2K). **10**: Improved Maneuverability (-0 to Ref & Dex, +5 Move, Jump 200m).



BUBBLEGUM CRISIS



MEGATOKYO 2033–THE ROLEPLAYING GAME

CHARACTER	

AGE		OCCUPATION	

STAT POINTS +	CAMPAIGN POINTS +	COMPLICATION POINTS =	TOTAL POINTS

STATISTICS

	INTELLIGENCE
	WILLPOWER
	PERSONALITY
	TECHNIQUE
	REFLEXES
	DEXTERITY
	CONSTITUTION
	STRENGTH
	BODY
	MOVEMENT

PERSONALITY NOTES

DERIVED STATISTICS

LUCK	INT +REF	RESISTANCE	WILL x3
PUNCH	STR x1D6	KICK	STR+1 x1D6
ENDURANCE	CON x10	RECOVERY	CON x3

MAX	TABLE VALUE	LIFT	TABLE VALUE /2	CARRY	TABLE VALUE /4	THROW	BOD x2M; UP TO 10LB

STUN	BOD x5	PD	STR+ CON	HITS	BOD x5
RUN	MOVE x3M	LEAP	MOVE /2M	SWIM	MOVE x1M

LIFEPATH NOTES

SKILL	LEVEL	PERK/TALENT/COMPLICATION	COST

EQUIPMENT	COST

ARMOR	PD	EV	COST

WEAPON	WA	RANGE	DAMAGE	SHOTS	ROF	COST

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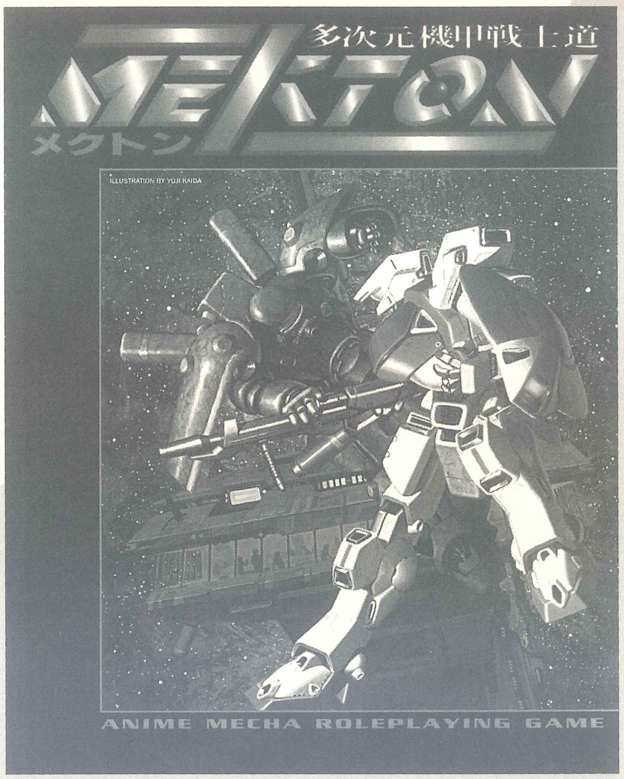

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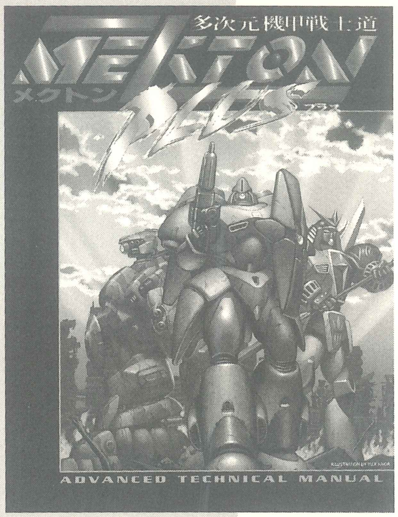

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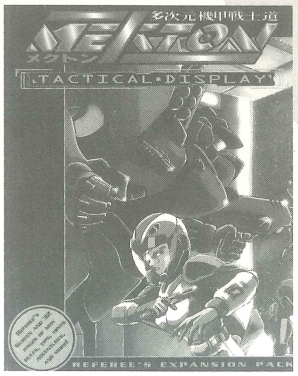

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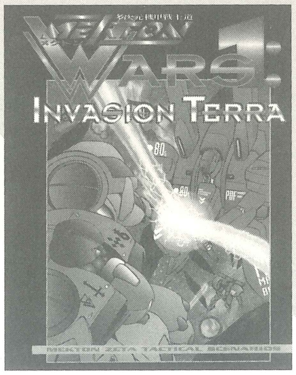

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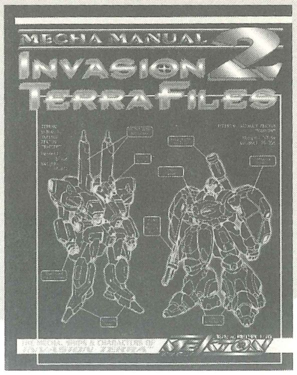

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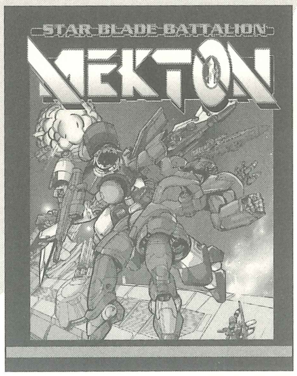

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